

Marcel Fiore

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SUMMARY OF QUALIFICATIONS

- Programming Languages: C++, Python, Angular(JavaScript, HTML, CSS), Java
- Technologies: Linux (Debian, RedHat), Git, GitLab, CI/CD, Perforce Helix, Docker
- Knowledge: Scrum (SAFe), Agile, Test Driven Development, Object Oriented Design, GitFlow, OSI Model

PROFESSIONAL EXPERIENCE

CACI, Westminster, CO

May 2019 – Feb 2021

- Software Engineer
 - Created a simulator of LTE and UMTS mobiles to improve a minutes-long testing process to a near-instant process.
 - Added new features and fixed bugs in simulator to meet customer vision using C++, Python and Angular.
 - Developed a tool to easily diagnose Linux devices over USBTTY using Python and Angular.
 - Practiced Agile(SAFe) in a team of 9 people and facilitated training new team members to improve team collaboration.
 - Used GitLab CI/CD to build docker images and automate testing.
 - Used Test Driven Development to maintain high quality code.

Apollo Enterprise Imaging, Fort Collins, CO

Aug 2018 – May 2019

- Developer Intern
 - Maintained an Angular web application that stores and organizes patient medical records.
 - Queried database server to visualize data into graphs on web application.

Open Water Foundation, Fort Collins, CO

Jun 2018 – Aug 2018

- Web Developer Intern
 - Independently improved screen-size responsiveness of static web pages using CSS and Bootstrap.
 - Sought out and documented JavaScript tools to streamline development of future projects.

Fiore & Sons, Inc., Denver, CO

May 2017 – Aug 2017

- IT Assistant
 - Expanded VLAN network system to increase internet coverage.
 - Setup and maintained cloud-enabled POE security cameras to ensure coverage of the entire property.

PROJECTS

Tower Defense Game

Present

- A basic tower defense game written from scratch using Java and the LibGDX graphics library.
- Written with Object Oriented design patterns.

Enemy Avoider Game

Feb 2020

- Created over 24 hours for the HackCU 2019 hackathon in order to learn the challenges and concepts useful for designing a game engine.
- A basic enemy avoider game in the command line developed using Ncurses library with C++.

EDUCATION

Colorado State University, Fort Collins, CO

May 2019

Bachelor of Science in Computer Science