MARCEL FIORE

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Summary of Qualifications

- Programming Languages: C++, Python, Angular, Java

- Technologies: Linux (Debian, RedHat), Git, GitLab, Perforce Helix, Docker

- Knowledge: Scrum (SAFe), Test Driven Development, Object Oriented Design, GitFlow

Professional Experience

Software Engineer - **CACI**, Westminster, CO   May 2019 - February 2021

- Created a simulator for LTE and UMTS mobiles in order to test devices that could otherwise only be tested with physical hardware.

- 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.

- Facilitated training new team members to improve team collaboration.

Developer Intern - **Apollo Enterprise Imaging**, Fort Collins, CO   August 2018 - May 2019

- Maintained an Angular web application that stores and organizes patient medical records.

- Queried database server to visualize data into graphs on web application.

Web Developer Intern - **Open Water Foundation**, Fort Collins, CO   June 2018 - August 2018

- 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.

IT Assistant - **Fiore & Sons, Inc.**, Denver, CO   May 2017 - August 2017

- 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

- A basic tower defense game written from scratch using Java and the LibGDX graphics library.

- Written with Object Oriented design patterns.

Enemy Avoider Game

- 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 and Training

Colorado State University   May 2019

- Bachelor of Science in Computer Science