






# Marco Maida

Computer scientist

-  13 August 1994
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## About me

I am a computer scientist currently pursuing a PhD at Max Planck Institute for Software Systems.

I was born in Turin, Italy, and have been tinkering with computers since I have memory. In 2013, I started working professionally as a programmer. After three years, I decided to start a bachelor degree in Computer Science, while I kept working part-time as game developer. Once I graduated, I moved to Kaiserslautern, Germany, and started a Master+PhD program.

I completed all my master courses.

## Languages

L'italiano è la mia lingua madre,  
I am very fluent in English,  
und ich spreche auch etwas Deutsch.

## Extras

TODO TODO

### Skills

TODO

### Education

|            |   |   |
|------------|---|---|
| since 2019 | Ph.D. student<br>Real-time Systems group            | Max Planck Institute for Software Systems |
| since 2019 | Master in Computer Science                          | Technische Universität Kaiserslautern     |
| 2016-2019  | Bachelor in Computer Science<br>(110/100 cum laude) | Università degli studi di Torino          |
| 2015-2016  | Game dev: Software Development<br>(30/30)           | Event Horizon School                      |
| 2008-2013  | Diploma in Computer Science<br>(98/100)             | ITIS A. Avogadro                          |

### Experience

|            |   |                             |
|------------|---|-----------------------------|
| since 2019 | Computer Science Researcher.<br>I am currently working in the Real-time System group. My work is focused on the certification of timeliness in safety-critical systems using formal verification (Coq) and on trace-based schedulability analysis on Linux.     | Max Planck Institute        |
| 2016-2019  | Game developer.<br>I worked with Unity3D and Unreal Engine on single player and online multiplayer games shipped on Steam, PS4, XboxOne, Nintendo Switch and Android/iOS. My roles covered creation of gameplays, UIs and architectures.                        | 34BigThings                 |
| 2016       | Freelance Unity3D developer.<br>I worked as a freelance developer, building interactive visualization software and a learning game using Unity3D (C#) and shipping on mobile devices and browsers.  | Teoresi, Choralia, Maserati |
| 2013-2016  | Software engineer.<br>I worked as a software developer using C++, C/CLI, C# and SQL building software solutions for glass processing factories. In this company I covered many roles, including traveling to customers for selling and installing our software. | R.O. srl                    |

### Projects

Review

|           |  |             |
|-----------|--|-------------|
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