Mark Ariniello

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https://github.com/mark-ariniello

**Objective:**

Driven CS senior seeking a software developer job that will allow me to contribute to a useful project for a client, while growing my knowledge of software development.

**Education:**

University of Colorado at Boulder 2011-2016

B.A. Computer Science

Focus in Human Computer Interaction.

**Classes:** Data Structures, Computer Systems, Algorithms, Object Oriented Analysis and Design, Geospatial Data Analysis, Rapid Prototyping, Software Methods and tools, Programing Languages, Video Game Development, Intro to Artificial Intelligence, Discrete Structures.

**Skills:** Python, Java, Ruby on Rails, Cucumber, C++, C, C#, R, Flask, Django, Parse, Javascript, HTML, CSS, Bootstrap, Unity, Git, SVN, Bash, iOS , Unix, Windows, ftp

**Experience:**

Claim App, Lead Developer

January 2015 - May 2015

* As a part of the New Venture Challenge, created one of a kind iOS fitness tracking app, using Objective-c, the Core Motion Libraries, and Parse.
* Collaborated with a small team to design, build and fund a idea from start to finish.

National Center For Atmospheric Research (NCAR), Development Operations Intern.

January 2015 - May 2016.

* Created automated test and analytics scripts using Bash and Python scripts to analyze performance and analyze data collected from the baseboard manager, in an effort to better understand node failure.
* Quickly and effectively learned new frameworks to debug, maintain and understand complex legacy code (open XDMoD).
* Testing the performance of various filesystems by writing and executing a bash script.
* Designing a web app to keep and display the results of a variety of benchmark tests.

**Volunteer Experience:**

President University of Colorado Kayak Club:

2012-2015

* Responsible for maintaining, organizing, acquiring, and managing over $30,000 of equipment, and establishing and following a club budget.
* Educated over 50 students in vital skills necessary to maintain personal safety in a dangerous environment.
* Served as the main point of communication between the club and recreational center administration, balancing the interests of both.
* Used social media to effectively grow the club from 6 to 30 over the course of three years.
* Developed a club website using HTML5 and CSS.