

Marco Bertucci, P.Eng.

Licensed Engineer and Computer Programmer

Highly motivated engineer with 4+ years of project management and professional consulting experience. A problem-solver who is detail-oriented, with the ability to learn quickly. Passionate about computer programming, data science and app development. Not afraid of taking on new and challenging projects and an excellent team player.



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ACADEMIC BACKGROUND AND CERTIFICATIONS

Bachelor of Engineering (B.Eng.)

University of Guelph (2010 - 2014)

Professional Engineer (P.Eng.)

Professional Engineers Ontario (PEO) (PEO – License No. 100212934)

E-Learning Certifications:

The Complete Web Developer in 2019: Zero to Mastery Udemy (07/2019)

Python Programming Masterclass

Udemy (03/2019)

The Complete SQL Bootcamp

Udemy (07/2019)

AWS Fundamentals: Going Cloud-Native

Udemy (02/2019)

Complete Guide to TensorFlow for Deep Learning

Udemy (05/2019)

Computer Vision with OpenCV and Deep Learning

Udemy (04/2019)

POST-GRADUATION WORK EXPERIENCE

RiskCheck Inc. - Project Engineer/Environmental Consultant

□ 05/2015 − 03/2019

Toronto, Ontario

- Provided environmental consulting services to various property owners and managers across Canada.
- Prepared scopes of work, managed junior staff and contractors, and provided project updates and reports to clients.

Arcadis Canada Inc. - Project Scientist

07/2014 – 04/2015

Mississauga, Ontario

SKILLS



PROJECTS

- Personal Webpage Please see my personal webpage (linked above) for full details of all my projects!
- Smart Brain A full stack web application that detects faces from an input image URL. Users can register accounts, sign in, and the app will track how many entries each user has submitted. Utilized React, Node.js, postgreSQL and a face detection API from Clarifai. This app is currently deployed on Heroku.
- Gradient Background Generator Interactive gradient background generator webpage which allows input RGB and HEX color values. The webpage will also provide RGB and HEX conversion values.
- Machine Learning: MountainCar-v0 Designed a neural network predicting the best course of action probabilities for the MountainCar Environment from OpenAl Gym.
- Computer Vision: Squat Assessment Developed a program that provides feedback comments for an input image of a human performing a squat to improve their squatting form.
- OOP: Flappy! Developed a high-score game similar to the popular game "Flappy Bird" using the Pygame library and object-oriented programming (OOP).