

Michael Martinelli

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Education

University of Nevada, Reno | Bachelor of Science, Computer Science and Engineering | Minor, Mathematics | May 2021

Honors: Presidential Scholar (2017-Present), College of Engineering Dean's List (2017-Present), Honors College (2017-Present)

GPA: 3.974

Technical Skills

Languages: C, C++, C#, Python, Java, Javascript, HTML/CSS, Scheme

*(Comfortable interviewing in **bold** languages)

Other: Git, Bash, Caffe Deep Learning Framework, Unity, Linux, Windows, MacOS

Experience

Software Development Intern | Alacritiy AI | Spring 2019 – Fall 2019

- Training neural network for object detection and classification using the Caffe Framework
- Creating data sets for training and evaluation
- Writing scripts to modify images
- Analyzing performance and test results of the network

CS 135 Teaching Fellow | UNR Department of Computer Science | Fall 2019 – Present

- Helping Teaching Assistants with lab instruction
- Holding office hours for general questions and project debugging
- Grading midterms and assignments

Computer Science Tutor | UNR Engineering Tutoring Center | Fall 2019 – Present

- Assisting students with coding projects and other Computer Science homework
- Preparing students for test
- Answering general Computer Science related questions

Side Projects

Space Age | Fall 2019

- UNR ACM Hackathon 2019 entry in Games category developed in Unity
- Cooperative space combat survival game in which players dynamically swap roles to navigate, defeat enemies, and manage systems
- Lead developer for User Interface design, game balancing, critical hit registration, and ship, overshield, and subsystems health management schemes

Brofessor Beef's Gainz Tracker | Fall 2019

- Final project for CS 420 (Human Computer Interaction) developed in Swift using Xcode
- Prototype weightlifting tracking app for iPhone to help people keep track of their performance and progress
- Developed and designed User Interface, navigation, scene layouts, data structures, data storage, and data display