Michael Pignatelli

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science, Philadelphia, PA

May 2027

Bachelor of Science in Engineering in Computer Science and Cognitive Science (Dual Major)

Minor in Italian Culture | GPA: 3.5/4.0

Coursework: Data Structures & Algorithms, Computer Systems, AI, TinyML, Probability (Wharton), Big Data Analytics Affiliations: Penn Data Science Group (Wharton), ML Research at Penn, Computer Science Society, Penn Aerospace Club

EXPERIENCE

Ava Labs | Incoming Software Engineering Intern

June 2025 – July 2025

Penn Engineering | Head Teaching Assistant - CIS 1100

Aug. 2024 – Present

- Lead 40+ TAs in hosting recitation class, office hours, and grading for intro CS course on DSA in Python/Java
- Ed Discussion Committee Head: Manage online support, achieving prompt response times for student queries
- Teach ~300 students Python topics: Pandas, XML, Data Structures, Recursion, OOP, Functional Programming
- Improve course website infrastructure (cis1100.com) using HTML, YAML, CSS, Ruby, and GitHub
- Collaborate with professor and other head staff to develop curriculum, write exams, lead staff meetings

Hewlett-Woodmere Public Schools | Auditorium Technician (Contract)

June 2022 – Present

- Precisely control lights, sound, and video streaming in support live concerts and school events
- Cohesively film and live-stream events via IBM Ustream integration, consistently reaching over 200 viewers

Scale AI | Outlier AI Prompt Engineer (Contract)

May 2024 – Aug. 2024

- Fine-tuned AI model prompts, significantly improving accuracy for math and programming tasks (Python, Java)
- Ensured high-quality training data through peer prompt validation and rigorous testing protocols

EXTRACURRICULARS

Penn Engineers without Borders | Ramp Committee Engineer

Jan. 2025 – Present

- Design and build accessible ramp utilizing AutoCAD for Grace City Church (Philadelphia, PA)
- Ensure ADA compliance, Philadelphia Building Code compliance, and structural integrity standards

Penn High Powered Rocketry | Active Recovery/Avionics Engineering Lead

Sept. 2023 - Present

- Coordinate implementation of dual parachute deployment system (primary/drogue) for annual L3 team rocket
- Model and simulate rocket/metrics to be within 5% of real-world result using OnShape and OpenRocket
- Contribute to successful and safe recovery of team rocket using geolocation technology
- Successfully launched to over 12000ft at Spaceport America Cup, New Mexico, June 2024

PROJECTS

Scopa! | (SwiftUI, GameCenter)

Feb. 2025 - Present

- Multiplayer iOS adaptation of historical Italian card game emphasizing interactive UI design
- Implemented real-time multiplayer synchronization and scoring logic via GameCenter API

Pedestrian Buddies | (TensorFlow/Lite, Keras, Embedded Systems, Computer Vision)

Oct. 2024 – Dec. 2024

- Integrates traffic signals with a computer vision physical system to detect crossing guard gestures in real-time
- Utilized embedded machine learning models and optimized performance for real-time inference

Guess Who? | (Java Swing, Network I/O)

April 2024 – May. 2024

- Interactive multiplayer game emphasizing user experience and Java concepts based on classic board game
- Developed robust client-server communication using Network I/O for seamless multiplayer interactions

Published research in *Journal of Future Economists* (Vol. 2): "Competing in the Global Semiconductor Industry" (2023)

SKILLS

Programming: Python, Java, C, OCaml, LaTeX | *Familiar:* SQL, Swift, HTML, CSS, MATLAB **ML/Data Science:** TensorFlow, Keras, PyTorch, Pandas, NumPy, NLP, RAG, LLM Fine-Tuning, Prompt Engineering **Tools:** GitHub, Docker, AWS, Jupyter Notebook, XML, JSON, Mathematica, Excel, SPSS | **Languages**: English, Italian

