

Marco Zanini

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Software Engineer, Information Technology tools are the means by which I express my vision of the world. Agile to the core, I have never refrained from changing a process when I felt I needed to. I believe in connecting people and sharing knowledge, breaking down information silos, learn and work to change the world.

I give my best working for a company who's vision is aligned with mine.

Experience

Software Engineer, Schlumberger Paris region, France

February, 2013 – June, 2016

- Added software support to operate Schlumberger's pressure and sampling tools. C++/Boost, TDD, C#, WPF, TFS, Implemented UI-based workflow on top of Schlumberger's acquisition platform Visual Studio to troubleshoot tools' failures.
- Converted Matlab processing library to C++, removing the need for purchasing Matlab licenses and halving execution time. C++, Matlab, Armadillo
- Eased the transition to Scrum as the Scrum Master of a five person team. Agile methodologies, Scrum, Introduced XP technical practices with face-to-face tutoring and presentations, Extreme programming, TDD increasing test coverage by 50% on single components.
- Delivered first version of mobile monitoring system for well testing equipment, developing all phases of the project life cycle. Constructed back-end and front-end software: Web Service and an Android application. Predicted savings up to \$5,000/job via workload reduction and safety improvement. Requirement analysis, Financial impact analysis, Android, Java, C#, WCF, Android Studio, Gradle, Git

Researcher, The Irish Software Engineering Research Center (LERO) Limerick, Ireland

October, 2011 – March, 2012

- Developed adaptive system to enhance security in cloud computing environments, using federated identity management and SaaS cloud computing services like Google Apps for Business. Project presented at IBM, Dublin. Java, Cloud Computing, Google Apps for Business, Shibboleth

Education

Master of Science, Computer Engineering Polytechnic University of Milan

March 2010 – December 2012

- "Dingo": developed software capable of installing and running applications on clusters of machines, keeping them synchronized via file transferring through SSH. Java, SSH, Jsch
Shared on GitHub: <https://github.com/mzanini/dingo>

Bachelor of Science, Computer Engineering Polytechnic University of Milan

September 2006 – March 2010

- Thesis: "Analysis and benchmarking of high level synthesis applications" Grade: 91/110
VHDL, C
- "DOSE Project": Developed an online multi-player game in collaboration with students from Ukraine and Switzerland. Project launched by ETH Zurich. Eiffel programming language

Interests

Self Improvement

Getting Things Done,
The Pomodoro Technique, Mindfulness meditation

Running, Swimming, Rock Climbing

Peak half marathon: 1h 40min

Web Development

Ruby on Rails, HTML, CSS
https://github.com/mzanini/sample_app
<https://github.com/mzanini/mzanini.github.io>

Other information

Nationality: Italian

Italian: Native

English: Full professional

French: Full professional