

# Marco Zanini

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Innovative and involved software engineer with over three years of experience. Recognized high potential via bi-annual reviews. Fast and avid learner. Brought alternative and novel solutions to slowing projects. Perfectionist, takes pleasure in creating simple and beautiful information products, master in the art of code simplification. Excels in diverse and multicultural environments. Actively seeking new challenges.

## Experience

<b>Software Engineer, Schlumberger</b> <b>Paris region, France</b>	<u>February, 2013 – June, 2016</u>
- Integral part of a five person team developing communication software for operating Schlumberger's pressure and sampling tools. Implements UI-based workflow for testing and maintaining Schlumberger's logging tools.	C++/Boost, TDD, C#, WPF, TFS, Visual Studio
- Converted Matlab processing library to C++, removing the need for purchasing Matlab licenses and halving execution time.	C++, Matlab, Armadillo
- Scrum Master of a five person team. Led a 15 person team in adopting new technical practices resulting in improved code quality and efficiency. Increased unit test coverage by 50% on single components.	Agile methodologies, Scrum, Extreme programming, TDD
- 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
<b>Researcher, The Irish Software Engineering Research Center (LERO)</b> <b>Limerick, Ireland</b>	<u>October, 2011 – March, 2012</u>
- 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

<b>Master of Science, Computer Engineering</b> <b>Polytechnic University of Milan</b>	<u>March 2010 – December 2012</u>
- "Dingo": developed software capable of installing and running programs on clusters of machines, keeping them synchronized via file transferring through SSH. Shared on GitHub: <a href="https://github.com/mzanini/dingo">https://github.com/mzanini/dingo</a>	Java, SSH, Jsch
<b>Bachelor of Science, Computer Engineering</b> <b>Polytechnic University of Milan</b>	<u>September 2006 – March 2010</u>
- Thesis: "Analysis and benchmarking of high level synthesis applications"	Grade: 91/110 VHDL, C
- "DOSE Project": team development of an online multi-player game in collaboration with students from Ukraine and Switzerland. The project was launched by ETH Zurich.	Eiffel programming language

## Interests

<b>Self Improvement</b>	Getting Things Done, The Pomodoro Technique, Mindfulness meditation
<b>Running, Swimming, Rock Climbing</b>	Peak half marathon: 1h 40min
<b>Web Development</b>	Ruby on Rails, HTML, CSS <a href="https://github.com/mzanini/sample_app">https://github.com/mzanini/sample_app</a> <a href="https://github.com/mzanini/mzanini.github.io">https://github.com/mzanini/mzanini.github.io</a>

## Other information

**Nationality:** Italian      **Italian:** Native      **English:** Full professional      **French:** Full professional