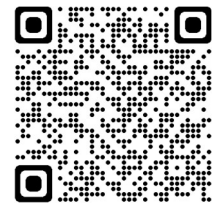


Peyton Marinelli

Pmarinelli@ufl.edu ■ (954) 955-7027 ■
Gainesville, Florida ■ <http://thepeytonmarinelli.info/>



Education

BACHELOR'S IN COMPUTER SCIENCE ENGINEERING (3.61/4.0 GPA)

May 2023

The University of Florida, *Gainesville, Florida*

ASSOCIATE'S OF ARTS (4.0/4.0 GPA)

June 2018

Broward College, *Ft. Lauderdale, Florida*

Experience

SOFTWARE ENGINEER INTERN, UNITED KRONOS GROUP

Jan 2022- April 2022

Westin, Florida

- Develop and support internal-facing web applications that processes tax payments for Canadian UKGPro Customers

SOFTWARE ENGINEER INTERN, OPTUM (UNITEDHEALTH GROUP)

June 2021- August 2021

Hartford, Connecticut

- Monitored and maintained in-production software that assigns agents with active jobs
- Developed scripts and dashboards using JavaScript/React.js to improve the response time of incidents

SOFTWARE ENGINEER INTERN, UF NEUROSURGERY DEPARTMENT

January 2020- May 2020

Gainesville, Florida

- Developed a prototype web application that would allow patients to access appointment information
- Used the MERN stack in an agile scrum development cycle

ASSOCIATE, BED BATH AND BEYOND

May 2017- January 2019

Hollywood, Florida

- Demonstrated product knowledge as well as polite and friendly customer service
- Balanced customer transactions, phone calls, greeting customers, and other miscellaneous front-end operations

Involvement

DESIGN TEAM CAPTAIN, GATOR THEME PARK ENGINEERING AND DESIGN CLUB

August 2021-Present

Gainesville, Florida

- Designing and prototyping a functional dark ride with a trackless ride system and drop tower element
- Programming a Raspberry Pi to compute vehicle location using LPS system with ultrasonic sensors
- Created a semester plan along with weekly meeting plans and is responsible for designated deliverables to the team

CONTROLS TEAM MEMBER, GATOR THEME PARK ENGINEERING AND DESIGN CLUB

August 2019-Present

Gainesville, Florida

- Designed and in the process of manufacturing and constructing a functional scale-model roller coaster
- Programed and integrated the electronics and control system using an Arduino

PROJECT MANAGER, INTERACTIVE BATTLESHIP

August 2020-May 2021

Gainesville, Florida

- Designed and developed a multiplayer immersive battleship board game/mobile application
- Built and coded in python a physical battleship set with LEDs, motors, and other special effects
- Developed a mobile application in Unity and C # as the means for user input
- Developed the server backend in Golang to connect all devices and keep track of the game state with MySQL

TEAM MEMBER, SHELL HACKS- LOOK AFTER

September 2020

Miami, Florida

- Developed a twitter tracker web application that pulled and analyzed account data
- Created the UI and backend for a desktop application using C#, ASP.net MVC, and the Google NLP API

TEAM MEMBER, HACK FSU- LEND AN EYE

October 2019

Tallahassee, Florida

- Developed a desktop application that takes a news article and translates it to pictures
- Used C#, Google Cloud Services, Google Language API, Microsoft Azure, and Bing API

Technical Skills

Programming Skills: C++, C#, Java, JavaScript, Python, MongoDB, React, Express, MySQL, SQL, Node.js, HTML, CSS, Git, Linux, Docker, Arduino, Unity, Angular, Spring, .NET Core