

Robert Ondino Morelli

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Education

B.S. Computer Science | *University of Utah* |

Expected May 2027

Skills

Languages

- Zig, C/C++, Python, Java, TypeScript/JS

Tools

- Git, Docker, GitHub Actions, CI/CD

Experience

Research Assistant | *University of Utah* |

October 2025 – Present

- Analyzing performance cost of gradual typing in Meta’s Cinder variant of Python
- Automatic rewriting of Python code to construct test examples
- Setting up docker containers and correct build environments

Teaching Assistant | *University of Utah* |

September 2025 – Present

- Leading labs, grading, assisting students for COMP 1020

Software Engineer/DevOps | *Stutor Inc.* |

September 2023 – April 2024

- Architected automation pipeline using Fastlane and GitHub Actions to build, sign and deploy to multiple platforms
- Added compound keys to tables where backend queries had drifted from database schema; Query times reduced from 15s+ to <1s

Web Developer/DevOps | *Jerran Software Solutions* |

April 2022 – September 2023

- Software consulting. Clients included LDS Church, Retro Game Vault and Stutor Inc.
- Architected, proposed and implemented overhaul of development process for the LDS MTC team using build automation in conjunction with new QA practices. Deployment was reduced from a week-long headache to mere minutes
- Rewrote Embark startup using dependency-ordered queue for async initializations; First-time loading reduced by 50%

Research Assistant Intern | *Earl Keefe PhD, University of Utah* |

November 2020 – June 2021

- Used pypng to construct novel visualizations of covariance matrices to provide more intuitive understanding of data
- Implemented statistical formulas in clear code in order that a reviewer can be sure the results are correct and valid

Web Development Intern | *Frelia* |

June 2019 – September 2019

- Implemented web scraping SNPedia for AI training using python with multiprocessing and BeautifulSoup

Projects

Spreadsheet formulas to DLL compiler | *C#* |

- Compiles spreadsheet formulas into a DLL
- DLL class uses dependency graph to ensure fields are updated
- Compilation supports optimizations including fast-math style unsafe float conversion
- Adapted shunting-yard algorithm to construct AST

Color alchemy | *Qt/C++* |

- Beautiful game for learning color mixing, properly using OKLab color space for gradient construction and scoring
- Box2D used for bubble animations and flask physics

Randomized Pacman game | *Java* |

- Pacman game using some algorithms from my 2420 class: A*, DFS, BFS, Union find

SVG Animator | *HTML/JS/CSS, SVG + SMIL* |

- Svg animator inspired by ms paint. Animations can be made with one click and no prior experience animating

Misc

Contributed to open-source IDE code-base | *MARS* |

- Discovered and corrected oversight in the MARS IDE’s instruction decoder that affected correctness of self-modifying code

Competitive Programming | *ICPC* |

- As part of team “Big Cottonwood Coders”, placed 12 out of 48 teams at the Rocky Mountain regional contest (2025)

Jane Street Leaderboard

- Number Cross 5
- Sum One, Somewhere