

Anthony Pallone

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Education

University of Nevada Las Vegas College of Engineering *Fall 2013 – Current*

- Bachelor of Science Computer Engineering
- GPA 3.0

Work Experience

Research Assistant | UNLV *March 2017 – Current*

- Worked with Professor Yang on studying new developing low latency memory systems
- Studied and tracked the impact of different OS's paging algorithms on the new type of memory.

Systems Programming Tutor | UNLV *January 2017 – June 2017*

- Tutored students in assembly programming, specifically the Intel x86 and MIPS programming language.

Front-End Developer | IMI Las Vegas *June 2013 – August 2013*

- Designed and implemented sites for a multitude of companies contracted by IMI.
- Designed print and marketing initiatives for all website properties

Projects

- **File Encryption/Decryption** - Developed a program to encrypt and decrypt any file using the Blowfish algorithm and a user inputted password.
- **Personal Site** - Created from the ground up to be a place where I can document the different projects I do in my spare time.
- **Blackjack Simulator** - Designed a program to run thousands of simulated blackjack games to find out optimal blackjack play.

Skills

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|--------------|--------|----------|-----------------------------------|
| • C++ | • C | • Python | • Intel x86 |
| • MIPS | • HTML | • CSS | • L ^A T _E X |
| • Javascript | | | |