

Anthony Pallone

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Date of Birth - June 27, 1996

Address available upon request.

tonypallone.com

github.com/tonyp2121

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 – January 2018*

- Worked together alongside Dr. Jisoo Yang on Intel award winning research that focused on how to optimize current OSs and paging techniques to use this new ultrafast memory systems at their full potential.
- Worked in the gem5 system simulator to test efficiency of potential ideal memory models.

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 |