Victor J. Marks

Hayward, CA

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Objective: Well-rounded, motivated individual seeking to pivot my career path and join a programming role to flex my strategic and creative mindset.

Education
University of California, Santa Cruz (June 2013)
- Bachelor of Science, Molecular, Cell, and Developmental Biology

Work Experience
Senior 3D Software Technician, Anatomage, San Jose, CA (March 2015-December 2016)
- Strategized with team to increase annual guide production from 36,000 to 40,000
- Responsible for QA, scanner calibration, and software testing
- Evaluated case file to ensure product is aesthetically appealing to improve user experience
- Improved product quality for each program iteration by beta testing for bugs
- Lead training on 3D printing software and scanner calibration
- Appointed as Employee of the Month by executive team (November 2015)

3D Software Technician, Anatomage, San Jose, CA (March 2014-March 2015)
- Navigated proprietary 3D software based off patient scans and models
- Adapted to make unique guides catered to doctor preferences of drill size, depth, and angle
- Partnered in a 3-step process with support and fabrication teams to make a final product that met FDA standards

Lab Assistant, Oakbio, Sunnyvale, CA (July 2012-September 2012)
- Grew bacteria with different food sources and temperatures for other laboratories
- Prepared a variety of medias using an autoclave and micropipettes using sterile techniques following safety protocols in a tightly controlled environment
- Made dry weights from inoculated samples measured on a digital lab scale
- Set up petri dishes with agar under aseptic conditions
- Planned and designed future experiments with head researcher

Skills
- JavaScript, HTML, CSS, Python, Excel, 3D printing, CAD, QA testing