



marco.pagani@ufl.edu  
(305) 799-2706

---

## Education

### B.S. Digital Arts and Sciences

University of Florida, December 2019

### M.S. Computer Science

University of Florida, December 2020

## Skills

### Development:

Java, C++, Javascript, Matlab.  
Processing, OpenGL, Unity.  
OCaml, Elixir, Prolog.  
Agile / Scrum development and Git.  
Windows and Linux CLI.

### Web:

HTML5, CSS3, SASS, Node.js, Angular,  
Express.js, MongoDB.  
Human Centered UI/UX Design.

### Software:

Photoshop, Illustrator, InDesign.  
Microsoft Office Suite.

### 3D printing and CAD:

Blender, Maya, Fusion 360, Cura,  
Simplify 3D.

### Technical and creative photography:

Raw photo editing, color grading,  
portrait, landscape, product, and  
portfolio photography.

Bilingual - Italian

## Relevant Coursework

Data Structures and Algorithms  
Human Computer Interaction  
Software Engineering  
Distributed Operating Systems  
Programming Language Concepts  
Analysis of Algorithms  
Interactive Modeling and Animation  
Computer Graphics  
Differential Equations

 [www.pagani.io](http://www.pagani.io)  
 [github.com/Marco-Pagani](https://github.com/Marco-Pagani)  
 [linkedin.com/in/marco-pagani/](https://www.linkedin.com/in/marco-pagani/)  
 [@paganorama](https://www.instagram.com/paganorama)



## Projects

### Portfolio Website | *Pagani.io*

December 2018 - Present

- » Created a personal website serving as a culmination of both creative and technical skills
- » Utilized the Bulma CSS framework to create a cohesive presentation of my body of work
- » Designed the site to serve as a project in itself as well as a collection of other noteworthy projects

### Scout N' Doodle | *CAD Design*

October 2018 - September 2019

- » Designed a physical product for an entrepreneur
- » Coordinated with manufacturers to ensure design conformed to real-world standards and tolerances
- » Iterated on designs following pilot testing with target audience
- » Site: [www.scootndoodle.com](http://www.scootndoodle.com)

### OCaml Program | *bc Interpreter*

January 2019 - May 2019

- » Implemented bc programming language from Unix in OCaml
- » Leveraged functional programming features to make an efficient and easily read interpreter
- » Supports scoped variables, control flow, loops, recursion, etc.
- » Source: [github.com/Marco-Pagani/OCaml\\_bc](https://github.com/Marco-Pagani/OCaml_bc)

### Full Stack Web Application | *UFood*

August 2018 - December 2018

- » Created site to post and find free food events across campus
- » Developed a system using the MEAN stack of web technologies
- » Employed the agile development process to organize, track, and manage a development team over a long period of time
- » Live demo: [github.com/Marco-Pagani/ufood](https://github.com/Marco-Pagani/ufood)

## Experience

### Academy Instructor | *Miami, FL*

*Internal Drive Coding and A.I. Academy*

June 2019 - August 2019

- » Instructed novice programmers in a rigorous C++ course
- » Developed a curriculum that introduces both advanced programming concepts and software development practices

### 3D Printer Technician | *Gainesville, FL*

*Marston Science Library*

August 2016 - Present

- » Oversaw UF's largest 3D printer lab, helping students learn and create 3D objects for class and personal projects
- » Performed maintenance on printer fleet ensuring smooth operation for many demanding projects

### Tutorials Director | *Gainesville, FL*

*Digital Arts and Sciences Club*

January 2018 - Present

- » Introduced students to the core of the DAS major, and its importance to computing
- » Organized and led workshops for prospective students