

MARCO PONTI

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INTRO

I'm excited to be entering the software engineering field because of its highly dynamic and challenging nature. I strive for clean, simple code, and to create cutting edge software. I also enjoy outdoor sports, a healthy dose of gaming, cooking Italian food and reading.

EDUCATION

The University of Texas at Austin

Electrical and Computer Engineering
Bachelor of Science Degree

*Graduating
May 2011*

RELEVANT COURSEWORK

- Concurrent and Distributed Systems (Java)
 - Data Structures and Algorithms (Java)
 - Real-time Operating System (C)
 - Digital Systems Design (VHDL)
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ACADEMIC EXPERIENCE

Concurrent and Distributed Systems

- System design and testing
- Learned concurrency principles (mutex, clocks, snapshots)
- Built three distributed software systems with database support
- Tested correctness of distributed and parallel systems

Spring 2011

Virtual Reality System - Senior Design Project

- Designed software systems from the ground up
 - Defined software specifications and revisions (C#, .NET)
 - Wrote input analysis software for Nintendo Wii remotes (C#)
 - Top-ranked student-run project in fall 2010 competition
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Fall 2010

WORK EXPERIENCE

Gemalto Technical Consultant Intern

- Defined more than 20 design specifications
- Worked with product data management database
- Debugged microprocessor systems

*Nov 2010 -
Present*

Perry-Castañeda Library Student Assistant

- Performed maintenance on large databases
 - Learned to define scripts based on limited instructions
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Summer 2010

SKILLS

Experienced in C, C++, C#, Java, Python, VHDL, .NET

Defining SW requirements, HW/SW integration

Strong understanding of OOP, and software engineering fundamentals

Fluent in Italian and Spanish, advanced French

Experienced in Photoshop, Illustrator, and Dreamweaver

Leadership and presentation from numerous class projects