

Marcus Panozzo

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EDUCATION

Rensselaer Polytechnic Institute

Troy, NY

Bachelor of Science in Computer Science

May 2021

- **Relevant Coursework:** Advanced Computer Graphics, Application Programming Using Java, Computer Organization, Data Structures, Foundations of Computer Science, Intro to Algorithms, Intro to Data Visualization, Operating Systems, Parallel Programming, Principles of Software

WORK & LEADERSHIP EXPERIENCE

United States Geological Survey (USGS)

Troy, NY

Student Contractor, Computer Science

September 2019 – January 2020

- Helped lead collaborative effort to complete large scale data processing project; boosted office efficiency through automation.
- Designed, implemented, and tested Python program to process geo-spatial data, interface with a hydrological database, and communicate with front-end web app.
- Presented project and our working program to scientists and administrators: ADONNIS (Automatic Downstream Order Number and Naming Identification System)

Rensselaer Polytechnic Institute

Troy, NY

Computer Science 1 Mentor

September 2018 – December 2018

BMW Group of North America

Woodcliff Lake, NJ

IT Intern

September 2016 – June 2017

- Entrusted with investigation of complex workflow. Reverse engineered undocumented components, to assist teams with upgrading in-house workflow which interfaced with Cognos business intelligence software. Provided new documentation and advised team members on VB.NET code solutions and SQL connection troubleshooting.
- Collaborated with other coworkers as a team to solve this problem and other side projects, such as SharePoint sites.

Pascack Pioneers Robotics Team

Montvale, NJ

Leader of Programming Subdivision (Robot Control)

December 2015 – June 2017

- Led the programming subdivision (team) on the 2017 world championship winning Pascack Pioneers of the Pascack Valley School District; taught incoming programmers about LabVIEW robot programming.
- Developed power management safety mechanisms for the robot such as brownout identification and mitigation code.
- Engaged in numerous FIRST (For inspiration and recognition of science and technology) events including local, state, and world championships, off-season awareness events, and participated in FIRST Lego League hosting at local school.

SKILLS, ACTIVITIES & INTERESTS

Programming Languages: C, C++, Java, Python, VB.NET, Swift

Programs/Technologies: Blender, Microsoft Office, OpenGL

Skills: Acrylic Painting, Agile Development, Computer Graphics, Data Visualization, Designing Software, Debugging Software, Documentation, Flexibility, Independent Work, Mentoring, User Interface Design, Writing Software, Design, Music (Clarinet, Percussion, Piano, Vocals)

Familiarity with Additional Languages: C#, CSS, Haskell, HTML, JavaScript, LabVIEW, LaTeX, PHP, SQL

Familiarity with Additional Programs/Technologies: ArcGISPro, ArcMap, Esri Software, GDAL, Git, Linux, MacOS, OpenCV, Node.js, Windows