

MARCO ANASTASI

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Software Engineer

I have a passion for technology, I like to solve problems and get the job done. My software engineering skills have improved throughout the years while I have had the opportunity to tackle a wide range of different problems, from financial risk assessment to industrial hazard management, to games development. My past experience includes the design and development of complex distributed Windows applications and n-tier Web applications using the .NET platform, with direct involvement in all aspects of the application lifecycle. I'm adaptable, interested in developing new skills and keen on learning. I'm a good team player and a dependable person.

WORK EXPERIENCE

REALTIME WORLDS LTD.

Jan. 2009 – Present

SOFTWARE ENGINEER (PERMANENT)

I have been working on APB: All Points Bulletin, a PC action MMO. I have designed, developed and maintained a number of tools covering a wide range of contexts and using different technologies; among these:

- A complete distributed framework for parallel computing, used to improve the execution speed of certain computationally intensive but parallelisable tasks (e.g. radiosity light map baking).
- A complete distributed log analysis system which digests thousands of logs per hour, extracts relevant information and interfaces with our bug tracking software.
- A memory performance profiling tool.
- A data mining and visualisation tool used to analyse a variety of performance metrics.
- Build support tools.

SELF-EMPLOYED

Feb 2010 – Present

SOFTWARE CONSULTANT – Shoonya Game Technologies

Co-designed and developed a database-driven system for architectural visualisation using Unigine Engine

UNIPRESTIT S.P.A (Financial Broker)

Sep 2004 – Nov 2008

SOFTWARE ENGINEER (CONTRACTOR)

Web applications architecture and development.

Main projects:

- Designed and developed a complete web based, custom-tailored infrastructure for the management of the distributed business workflow of Uniprestit franchising network. The web application serves a franchising network of about 40 credit brokerage agencies, with an average of 10,000 logins each month. It includes a complete CMS, a customisable credit feasibility assessment system and several other functionalities. This effort to rationalise the business workflow helped the company to achieve a 37% increase in revenues in 2008.
- Designed and developed a web based management application for a network of real estate agencies associated with the Uniprestit Group. The application comprises a property management system, a customer database and a custom client-property matching system. The system also includes a web-based front end that allows customers to search the property database through the public website.

Both of these projects were developed using a 3-tier architecture making use of Microsoft SQL Server 2005 as database and C# for the business layer. The UI was developed using ASP.NET AJAX, JavaScript and CSS.

EUROCONSULT S.A.S (Environmental Hazard Management)

Oct. 2007 – Oct 2008

INTERN

Analysis, design and development of a modular plug-in based SOA C# Windows Application used to plan for and respond to chemical emergencies, featuring Microsoft Virtual Earth as a GIS platform and integrating multiple online and offline data sources with mathematical models in order to assist front-line chemical emergency planners and responders.

This software was designed with the aim of easing the assessment of industrial risk and was focused on disaster management in large industrial areas.

The application was implemented using .NET 3.5, Virtual Earth Map Control 6.1 and JavaScript. A Windows Mobile client was also developed in order to interface the main application with a PDA mounted on a mobile robot to enable remote GPS tracking and retrieval of data from on-board sensors.

ECOM S.C.A.R.L. (Software House)

Sep. 2001 – Jan 2004

CO-FOUNDER AND SOFTWARE DEVELOPER

Responsible for IT training programmes and web applications development, focussing on design and development of web applications.

Relevant projects:

- Given IT training classes for "*Project A.R.A.C.N.E*", a Web Account Manager course funded by the Italian Ministry for University and Research.
- Designed and developed several e-commerce solutions / CMSs for local companies operating in a broad range of industries.

EDUCATION

UNIVERSITY OF CATANIA (Italy)

Oct. 2008

BSc + MSc, COMPUTER ENGINEERING (Ingegneria Informatica, 5 years degree)

Obtained a Master's Degree in Computer Engineering with final mark 110/110 at the University of Catania (Estd. 1434) with a thesis on environmental damage prediction.

Relevant works in my past academic career include the design and development of:

- A C# GIS-based surveying software that uses GPS positioning, collects generic sensor data and creates concentration level or coverage footprints to visualise them on vector maps. This application was primarily used to create outdoor coverage maps for the Wi-fi network in our campus.
- A chemical diffusion analyser. C# GIS-based Windows Application, using gaussian dispersion models to predict the environmental risk related to hazardous gas diffusion, and visualising the computed Level Of Concern areas on vector maps.
- A C#/Java lexical analyser for type-3 regular grammars.
- A C++ 3D framework using DirectX 9 and HLSL shaders to visualise the movement of an object inside a 3D scene rendered in a first person perspective. Implements multiple lighting sources and types, specular lighting and uses pixel shading. Was used to visualise the logged movements of a robot for artificial intelligence tests.
- A Java client for the Gnutella2 peer-to-peer network.

LANGUAGES

Italian: native, English: fluent, French: fluent, German: basic

SKILLS

Proficient in:

C# 4.0, .NET Framework, Windows Applications Development, ASP.NET and ASP.NET AJAX, SOA, N-tier applications development, Web Services, XML, Visual Studio

Familiar with:

Python, Java, Unigine Engine, Unreal Engine, Perforce SCM, JIRA, Microsoft SQL Server, T-SQL, ASP.NET MVC, (X)HTML, CSS, JavaScript and AJAX, GIS development, GPS data integration, Virtual Earth API, Windows Mobile devices development (.NET and eVC++), Graphical representation of data, Network programming, Environmental Hazard Analysis.

Basic knowledge:

C/C++, 3D Graphics Programming, DirectX SDK, XNA, Linux, Photoshop, 3D Studio Max.

CREDITS

- Credited in "APB: All Points Bulletin" - Realtime Worlds Ltd. as Tools Developer and Translation support

PUBLICATIONS

- P. Arena, L. Patanè, S. Caruso, M. Anastasi & A. Cannata "A software framework for the generation of dynamic vulnerability maps for risk assessment", First International Conference on Disaster Management and Human Health Risk, Sept. 2009, Wessex Institute of Technology, UK.
- P. Arena, L. Patanè, S. Caruso, M. Anastasi & A. Cannata "An integrated system for disaster management in industrial areas", First International Conference on Disaster Management and Human Health Risk, Sept. 2009, Wessex Institute of Technology, UK.

INTERESTS AND NOTES

Music: Playing piano

Hobbies: Travelling, Reading, History, Photography, Cooking, Table Football

Hold clean EU driving licence

REFERENCES AVAILABLE ON REQUEST