EUROPEAN CURRICULUM VITAE FORMAT

PERSONAL INFORMATION

Name	Perin Marco
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Telephone	
Fax	
E-mail	**marco.perin.mr@gmail.com**
Nationality	Italian
Date of birth	

WORK EXPERIENCE

• Dates (from – to)	Mar 2021 – Oct 2022
• Name and address of employer	Altitudo SRL, Villorba, TV
• Type of business or sector	IT Consulting
• Occupation or position held	Junior Developer
• Main activities and responsibilities	Software development (Low level code, front-end, back-end, native), Architectural developer, Microsoft Azure solution designer, Software Maintainer, Agile (Scrum) working methodology, iPaaS, SaaS, IaaS and PaaS and SaaS solution designer

• Dates (from – to)	May 2018 – July 2020
• Name and address of employer	FCCGroup, Totowa, NJ
• Type of business or sector	IT Services and Consulting
• Occupation or position held	Head C# software developer
• Main activities and responsibilities	Developers team manager, software developer, software life-cycle maintenance planning and managing, Scrum master and sprint reviewer

EDUCATION AND TRAINING

• Dates (from – to)	Mar 2022 – Jun 2022
• Name and type of organisation providing education and training	Research Training activity at University of Padova in "Numerical and Analytical evaluation of the actuation limits of multirotor aerial platforms"
• Principal subjects/occupational skills covered	Numerical and analytical approach to maximize the actuation capabilities of a Generically Tilted Star shaped Multirotor aerial platform using Python and Sagemath, Current Literature Review

• Dates (from – to)	2020-2022
• Name and type of organisation providing education and training	M.Sc. at University of Padova in Control Systems Engineering
• Principal subjects/occupational skills covered	**Systems Theory and Modern Controlling techniques**, **Estimation and Filtering** (Bayesian Filters, Kalman Filter, Particle filter, Markov Chain Monte Carlo), **Embedded and Real Time Control** (C programming, RTOS usage, concurrency with locks, semaphores and mutex, applied in Laboratory to the Low level control of a UGV Platform with an STM32F7 Microcontroller), **Robotics and Control** (Robotics Arm Advanced Modeling and control with

feedback linearization, Graph Theory for multiagent Consensus problem,), **Autonomous Robotics** with Laboratories (Robot High level paradigms, Robotic Land platform models and configurations, Robot Localization, ROS C Toolbox on Linux, applied to the control of a TIAGO Mobile Agent both with Gazebo simulator and in the real agent, with complex tasks achievements), **Digital Control** (discretization, direct digital design, emulation design, stability and convergence), **Computer Vision** (Image processing, Camera Calibration, Feature extraction and tracking, Optical flow, Machine Learning with classic detection frameworks and Neural Networks, OpenCV C++ Laboratories and Evaluation of all arguments seen in class), **Electric Motors Modeling and Control** (DC motors, IPM, SPM and Reluctance Motors, Asynchronous Motors modeling. Control with Current Loop and control loop, DQ space control, Space Vector Modulation, Sensorless Control), **Machine Learning** with Python Laboratories (Classic techniques, from Linear, Ridge and Lasso Regression, Logistic regression to SVM, PCA and Basis of neural networks), **Control Laboratory**, with Projects and Challenges (Classic control techniques up to LQR and reduced order observers for state estimation), **Robotics Laboratory**, with Projects (UGV, Robotic Arm and UAV Control, trajectory tracking, Localization And Tracking with EKF)

Thesis in Fault tolerant control of a multirotor aerial platform

• Title of qualification awarded	Control Systems Engineer
• Level in national classification (if appropriate)	average grade 26.7

• Dates (from – to)	2017-2020
• Name and type of organisation providing education and training	B.Sc. at University of Padova in Information Engineering
• Principal subjects/occupational skills covered	**Classical Controllers** Design and stability analysis (Bode and Nyquist diagrams, Root Locus), **Models Analysis** (Continuous and Discrete Transfer functions, state space models and Equilibrium point analysis), **Algorithmic** basic and advanced skills (Object-driven programming, Data Structures, Dynamic Programming), **Automation Laboratory** with Projects (Classic control technique application up to State Space feedback), **Computer Architectures** with laboratories (Calculators architectures, x86 and ARM Assembly programming), Dig**ital and Analog Electronic** (Analog MOSFET amplifiers and basic circuits, OpAmps Circuits with transfer functions, Digital circuits Design, Timing analysis and Integrated Circuit basic designs)

Thesis in the Characterization of a Capacitive Voltage Divider for the SPIDER Experiment at Consorzio RFX in Padova

• Title of qualification awarded	Information Engineer
• Level in national classification (if appropriate)	Final grade: 93

PERSONAL SKILLS AND COMPETENCES

Acquired in the course of life and career but not necessarily covered by formal certificates and diplomas.

MOTHER TONGUE

Italian

OTHER LANGUAGES

English

- Reading skills — Excellent
- Writing skills — Good
- Verbal skills — Good

SOCIAL SKILLS AND COMPETENCES

Living and working with other people, in multicultural environments, in positions where communication is important and situations where teamwork is essential (for example culture and sports), etc.

I was class representative in high school, I participated in the Nao Challenge competition for my High school twice, and I enjoyed the teamwork that had been done in that time, as I was the leader for one of the proposed challenges, and I managed to get all the people in there working together, and where issues arose, we were capable to manage them together.

ORGANISATIONAL SKILLS AND COMPETENCES

Coordination and administration of people, projects and budgets; at work, in voluntary work (for example culture and sports) and at home, etc.

I can Manage a team of few people, thanks to work and university experience, I managed the budget for some personal projects, and at work I am asked to quote and estimate the time and cost for my future tasks, both the one similar to tasks that I already did, and the one that are completely new for me.

TECHNICAL SKILLS AND COMPETENCES

With computers, specific kinds of equipment, machinery, etc.

Programming Skills:
Advanced: C, C++, C#, Python, MATLAB, Git, Latex, Typescript/JavaScript, T-SQL
Intermediate: Java, CSS, Angular, Omron PLC Programming
Basic: Rust, ARM and x86 Assembly, Siemens PLC Programming

I have advanced knowledge of the Microsoft Azure ecosystem, from server side and serverless programming, to Integration Platform solutions, Low-code programming.

ARTISTIC SKILLS AND COMPETENCES

Music, writing, design, etc.

I have basic knowledge of Blender 3D Modeling, I know basic metal working, I play drums sometimes in my free time

OTHER SKILLS AND COMPETENCES

Competences not mentioned above.

I often program Games, Physic Simulations (both for personal enjoyment and for controlling techniques validation) in Unity.

I have advanced wiring design and building skills, both in Industrial Plants and Automotive / Performance Automotive cases.

DRIVING LICENCE(S)

B license

ADDITIONAL INFORMATION

CENEDESE ANGELO , Ph.D. Associate Professor

ANNEXES

B2 ENGLISH

Colceresa, date 10/04/2022   Signature

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I authorize the processing of personal data present in the CV pursuant to the Italian Legislative Decree 196/2003 and of the GDPR (EU Regulation 2016/679).

SIGNATURE _____