

Eugene Marinelli

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EDUCATION

Carnegie Mellon University

M.S. in Computer Science. Expected in August 2009.

B.S. in Computer Science and B.S. in Electrical and Computer Engineering. University Honors, Phi Beta Kappa.

GPA: 3.93

WORK EXPERIENCE

Carnegie Mellon CS Department. Graduate Researcher, Fingerprinting group.

Since September 2007

Researching failure diagnosis in distributed systems. Contributed to an online fault detection and diagnosis system.

Apple, Inc. Software Engineering Intern, Compilers team.

May - August 2008

Improved the accuracy of the GCC inlining heuristics and fixed several bugs in the GCC front-end and back-end.

Google, Inc. Engineering Intern, AdWords Front-end team.

May - August 2007

Adapted existing ActionScript libraries for AdSense for Games and developed new features and scripts for the AdWords Pay-Per-Action front-end.

Carnegie Mellon Robotics Institute. Research programming intern, rCommerce Lab.

June 2006 - February 2007

Developed software for a mobile robot platform including a LIDAR sensor simulator.

Carnegie Mellon CS Department. Undergraduate researcher, Claytronics group.

November 2005 - June 2006

Developed control software for giant floating modular robots. Presented research at NASA RASC-AL conference.

COURSEWORK

Computer Science. Compiler Design - Implemented a compiler for C-like language in SML including safety and garbage collection. Operating System Design and Implementation - Implemented a Unix-like kernel. Advanced Operating Systems and Distributed Systems, Algorithms in the Real World, Machine Learning, Foundations of Programming Languages, Algorithm Design and Analysis, and Computer Graphics.

Electrical and Computer Engineering. Embedded Systems Design - Designed and implemented a wireless distributed body monitoring system. Embedded Real-Time Systems, Signals and Systems, and Fundamentals of Control.

Teaching. Teaching assistant for Compiler Design, Fall 2008, and Introduction to Computer Systems, Spring 2007.

AWARDS

Honors. Phi Beta Kappa, Phi Kappa Phi, University Honors, CMU School of Computer Science Dean's List (all semesters).

Scholarships. Andrew Carnegie Scholarship (half-tuition scholarship to CMU), National Merit Scholarship, Boeing Leadership Scholarship, Society of Automotive Engineers Engineering Scholarship, Raytheon FIRST Robotics Scholarship, Mendenhall-Tyson Scholarship.

Other. Perfect SAT score, high school valedictorian, national AP scholar.

ENTREPRENEURSHIP

Multisnake.com. Designed and implemented a scalable multiplayer "snake" game including a Flash client, a Java back-end server, and a server manager.

SKILLS

Computer Science and Software Engineering. Significant project experience in compilers, web applications, embedded systems, distributed systems, robotics, and casual games.

Programming. Significant programming experience in C, Java, SML, OCaml, Ruby, Rails, and ActionScript. Some programming experience in PHP, MATLAB, Python, JavaScript, C++, SQL, and Bash.

Foreign Language. French.

EXTRACURRICULAR

Robotics Club. Webmaster, 2006 to 2008. Graduate Student Representative, 2008 to present.

Robot Colony, 2005-2008. Worked on a low-cost multi-robot system developed by undergraduates. Presented at AAAI conference "Regarding the Intelligence in Distributed Intelligent Systems", Fall 2007. Developed a system for monitoring and controlling robots over the Internet.