ROBERT MONTELEONE

847 S 6th Street, Lindenhurst, NY 11757

C: 631-813-0086 | E: monteleonerobertj@gmail.com W: robertmonteleone.dev

EDUCATION

BS   Adelphi University, Computer Science   Aug 2017

TECHNICAL SKILLS

Programming languages: C#, C++, Java, OpenGL/WebGL
Software: Unity3D, ZBrush, SketchUp, Adobe Photoshop, MS Office
Rigging and animating with Blender
Proficient with Windows, Mac OS X and Linux operating systems

EXPERIENCE

Innovative Aesthetics Dental Lab, Medford, New York

3D Laboratory Specialist   *12*/2022 – Present

- 3D designing custom digital dental implants to be milled for patients using 3-Shape and Exocad.
- Nesting 3D model files to be milled on a 5-axis milling machine.

SCM Products, Hauppauge, New York

Junior Software Engineer   01/2020 – 11/2022

- Updating software GUI's from C++ MFC to C# using WPF for a more relevant look
- Using C# and Xamarin to maintain a mobile app for use with current Android and iOS releases
- Increased security efficiency from a finger print scanner to a stand-alone facial recognition program by using DLib and OpenCV libraries
- Created and implemented a 2D barcode generator using Zint and libzint with C++
- Increasing programming effectiveness by documenting software flow
- Improved software updates by debugging crashes and thoroughly testing new code changes
- Updating county wide client database training software by using MS Access and Visual Basic

Chimes Broadcasting INC, Brooklyn, New York

Holographic Software Engineer   06/2019 – 12/2019

- Developing a multi-platform Holographic Operating System by using C# and .NET Framework
- Working with holographic technology including Looking Glass, Peppers Ghost 4 and Light Field
- Creating friendly UI/UX designs to add, change and schedule multiple holographic displays

RAI Design, New Hyde Park, New York

I.T./Web Design   04/2019 – 12/2019

- Remaking the company's website using Linux command line with Magento, PHP and MySQL

Adelphi University, Garden City, New York

Adjunct Professor/ Research Assistant   01/2019 – 05/2019

- Teach a level-3 Advanced Game Development course with 2D and 3D concepts using Unity3D
- Object manipulation using C# and Unity3D
- Basic Artificial Intelligence integration for user difficulty
- Created a virtual 3D model of the Adelphi campus with SketchUp and Unity3D

Animal Pantry, West Babylon, New York

Manager/IT Specialist   08/2011 – 11/2018

- Design and maintain company website, updating product listings and user interface daily
- Manage store operations during evening shifts with a team of co-workers
- Maintain hardware infrastructure: computers, printers, DVR security cameras