

ANTONIO MENARDE

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Education (Class of 2019)

University of Pennsylvania, Jerome Fisher Program in Management and Technology

- GPA 3.9 / 4.0 (Dean's List)
- BS Eng., School of Engineering, *Systems Engineering*
- BS Econ., The Wharton School, *Operations, Information, and Decisions*
- Minors: *Computer Science, Mathematics*

Experience

Microsoft, *Software Engineering Intern on Azure/Service Fabric* (Summer 2017, Summer 2018)

- Wrote specs and built tools that enable customers to query data on Service Fabric more effectively than they have ever been able to; built simple python API usable by non-developers, and built infrastructure to make queries ~100 times faster than they were previously possible (github.com/amenarde/reliable-collections-cli)
- Built highly reliable and scalable online multiplayer game as an externally-facing sample application for Service Fabric, it is capable of scaling to thousands of concurrent users and failover seamlessly

Gridless Power, *Product Development Intern* (Summer 2016)

- Built software and hardware solution that vastly simplified and sped up major bottleneck in manufacturing for the company (sped up manufacturing time / unit ~ 5%)
- Prototyped and tested embedded solutions for power management

University of Pennsylvania, *Teaching Assistant (ESE 111, ESE 190)* (2016 – Present)

- Lecture, write labs, grade, host office hours
- Guide freshman through their first experiences with programming, microcontrollers, hardware; help them solve challenging bugs in hardware and embedded software on their own

Penn Aerospace Club, *Director, formerly Balloon Team Lead* (2015 – Present)

- Direct operations and growth of 70 person club with 3 build teams (aircraft, rocket, balloon) and an operations team; organize conferences and meetings with leads; navigate school politics
- Implement sustainable processes that have increased engagement and retention across teams; influence team leads to make their engineering, recruitment, and meetings more data-driven; work to create a friendly, open, and inclusive culture

Big Brothers Big Sisters, *School Volunteer* (2015 – 2018)

- Visited an elementary school every Thursday to mentor children raised in or living in unfavorable conditions; activities included playing sports, giving homework help, or just hanging out

Recent Projects

Sapling, *Android* (2018)

- App helped those setting goals and better habits for themselves to follow through. Users could set their goals and their progress was charted beautifully and recorded in the growth of a *sapling*

SUBSIM, *Microcontrollers, Cloud, Acrylic Panels, Electronics* (2018)

- Multiplayer analog/digital game where players interacted with submarine panels to keep their boat afloat; the twist: each had the information other players needed; the result: hollering, banging on buttons, and lots of fun. Built for the exhibition *Shared Experiences*