

# Anthony Cieri

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## TECH SKILLS

**Languages:** Python, Java, C/C++, JavaScript, C#, GLSL, HTML/CSS, Bash

**Development Practices:** Automation, Agile, Async Programming, Test Driven Development (TDD), Scripting, API Integration

**Architecture/Design:** Software Design, Inter-Process Communication (IPC), Cross-Platform Dev, Legacy Modernization

**Math/Physics:** Optimization, Calculus, State-Space Models, Linear Algebra, PID Control, Numerical Methods

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## EDUCATION

**Bachelor of Science, Computer Science and Math @ University of Victoria** + Victoria, BC

*Sep 2022 - Apr 2027 (expected)*

- Certificate of excellence in Statistics

**3D Graphics and Rendering Micro-certificate @ UVic Continuing Studies** + Victoria, BC

*Jul 2024*

- Wrote and presented a game design document
- Built a mixed reality game using Meta XR SDK, Unity with a team of 5

**Relevant Courses:** Software Engineering, Software Testing, Algorithms and Data Structures I & II

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## WORK EXPERIENCE

**Software Engineer Intern @ Nintendo Technology Development** + Redmond, WA

*May - Aug 2025*

Ported a large-scale .NET 8 C# content delivery app used by Nintendo's 1st and 3rd party developers from Windows to Linux, separating WPF UI from backend logic, implementing Linux packaging, and restoring all 45 commands to full functionality.

- Restructured a 20-project solution by creating dedicated platform entrypoints, improving separation of concerns and build modularity.
- Reduced CLI startup time from 3-5 seconds to near-instant by optimizing assembly scanning for reflection based command discovery.
- Engineered a cross-platform Single Sign-On (SSO) solution by implementing a custom Linux protocol handler using XDG standards.
- Refactored inter-process communication from Windows MMFs to named pipes, improving reliability, security, and Linux compatibility

**Mechanical Engineering Research Intern @ University of Victoria** + Victoria, BC

*Sep - Dec 2024*

Developed a cross-platform AR app in Unity for iOS and Android to aid mechanical engineering students. The app uses marker-based tracking to render interactive 3D dynamics models, enhancing student comprehension of physics problems through direct visualization.

- Structured the application to pair with worksheets, enhancing traditional learning methods with modern Augmented Reality technology.
  - Created a parameter modification system enabling users to adjust variables like force magnitude for interactive problem-solving.
  - Deployed the application to both iOS and Android platforms, ensuring a consistent and accessible learning experience for students.
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## PROJECTS

**Project Organization Tools** + Victoria, BC

*Oct 2024 - Oct 2025*

Engineered a project organization pipeline using Python and Google Gemini to streamline portfolio management. Including a custom README format, a Git crawler for project tracking, and an AI-powered script that generates resume content from project documentation.

- Engineered an AI-powered content generator using Python and the Google Gemini API to automate resume entry creation.
- Developed a script that parses project READMEs, feeding structured documentation into an AI model for consistent output.
- Architected an end-to-end project management pipeline in Python to automate discovery, validation, and professional content generation.

**Neural Network Library** + Kenmore, WA

*Jun - Aug 2025*

Developed a C# neural network framework for training and sampling small networks, serving as a foundational library for various AI projects. Implemented core network architectures, math utilities, and demos for testing and performance optimization.

- Leveraged the library as a foundational base for advanced AI projects, including an evolution simulator.
  - Developed a C# neural network framework, enabling efficient training and sampling of small networks for AI applications.
  - Structured a modular library, separating concerns for enhanced reusability and clear demonstration of NN principles.
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## LEADERSHIP & VOLUNTEERING

**Software Team Lead @ UVEEC DIVE** + Victoria, BC

*Sep 2023 - Present*

Led a software team in developing a control system for an autonomous underwater glider using ROS 2 and FreeRTOS. Coordinated with mechanical and electrical teams to define system architecture, ensuring reliable navigation and data collection for oceanographic research.

- Led a software team by assigning tasks and facilitating weekly sprints, accelerating development toward key project milestones.
- Designed the high-level control logic in Python using ROS 2, enabling complex navigation and mission planning.
- Developed a Python-based glider simulation to validate control algorithms before deployment, significantly reducing hardware testing risks.