Tony Morelli

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Objective: A challenging software development position at a small gaming company.

Education
- *PhD Computer Science and Engineering* - University of Nevada Reno - December 2011
  Dissertation – NV-NUI NonVisual Natural User Interfaces
- *Master Science Computer Engineering* - University of Nevada Reno - May 2007
  Concentration - Embedded Gaming
- *Bachelor Science Electrical Engineering* - Purdue University - May 1999
  Concentration - Computer Hardware
  Minor - School of Liberal Arts – Communication

Education Awards
- *Outstanding Graduate Dissertation* – University Of Nevada Reno – April 2012
- *Dean's List* – Purdue University – Fall 1995, Spring 1996

Teaching Experience
- *Truckee Meadows Community College* - August 2008 - December 2008 - Intro To Video Games Instructor.
- *Truckee Meadows Community College* - August 2007 - May 2008 - C++ Instructor.

Teaching Awards
- Excellence In Teaching Award - Computer Technologies TMCC - May 2008

Research Experience
- *University of Nevada* - Research Assistant Player Game Interaction Lab – August 2011 - Present

Work Experience
- *Bally Technologies* – November 2009 – November 2011 - Platform Architect Central Determination - Lead the development team of Proprietary Operating System for Lottery and Class 2 next generation platform. Integrated multiple code bases to increase speed of development and ease of maintenance.
- *Bally Technologies* - January 2006 – November 2009 - Platform Architect Class 2 - Lead the development team of Class 2 (Bingo) games for Bally. Main focus on code that is common across all game themes including reliable software protocols for Wide Area Progressives, custom graphic routines, and involvement with the always changing rules and regulations of the class 2 industry.
- *SDG/Bally Tech* - October 2003 - December 2005 - Sr. Firmware Engineer - Helped introduce mechanical stepper machines to Class2 lineup which broadened configurations available to customers. Implemented various serial device protocols including ticket printers, card readers, and bill validators.
- *Sierra Design Group* - May 2002 - October 2003 - Firmware Engineer - Designed/Converted Slot machine games for new proprietary platform. Wrote game side components of 3rd party integration, and test applications. Wrote games and documentation for jurisdictional approvals. Also wrote scripts in PERL using Imagemagick and GIMP to speed up slot machine conversions.
- *Sierra Design Group* - July 1999 - May 2002- System Engineer - Support networks comprised of Windows NT 4.0 Servers and NT 4.0, WIN95, Win2K, and Unix clients that drive Video Lottery Terminals. Wrote procedures for system upgrades. Wrote/maintained customized reports for customers to properly analyze their money making decisions. Wrote/maintained web/PocketPC based data

collection tool (Win2K, MSSQL2000, Visual Basic 6, Microsoft eVB for PocketPC, ASP). Trained and scheduled customers and employees. Specialized in customer service.
- *Smiths Industries* - Aerospace Division - Summer 1998 - Worked on a team developing Flight Management Control systems. Wrote modules in C++.
- *Purdue University Computing Center* - January 1998 - May 1999 - PC Help Desk.
- *Diesel Technology* - Dec 1997 - Jan 1998 - Developed and implemented a PC based system to monitor and schedule overtime for Skilled Trades Employees.
- *Bosch-Diesel*, Czech Republic - August 1997 - Wrote database scripts in ABAP/4 for SAP R3.
- *Diesel Technology* - May - July 1997 -Electrical Engineering Assistant - Autocad, and CNC and PLC programming/debugging.
- *Diesel Technology* - Summer, Winter 1996 - Designed/Implemented spare parts reorder plan, PC troubleshooting.

Work Awards
- Essential Piece - Runner Up - Bally Technologies - 2009

Computer Experience
- Primary Programming Languages - C/C++
- Other Programming Languages - C#, XNA, Java, VB, VBScript (ASP), PHP, PERL and SQL
- Operating Systems – Linux/Windows/OSX/IOS/Android
- Version Control – CVS, SVN, GIT

Activities
- Sierra Sunrise Toastmasters 2008 - Present
    Offices held – Vice President of Membership – 2012, Secretary – 2011, Treasurer – 2010, Sergeant at Arms – 2009
- Taiko Drumming 2007 - Present
    2011 Nevada Governor's Arts Award Excellence in Folk and Traditional Art
- First Cross-Platform Multiplayer Tcp/Ip Portable Game – Tic Tac Toe Nintendo DS vs Playstation Portable
- Featured design on several websites for "Suped-Up Nintendo" - September 2002
- Microsoft Playtest - January 2001 - May 2002 - Beta tested Xbox software.
- EPICs - Fall 1998 - Spring 1999 - Wrote educational software for children with motor impairments

Personal Attributes
- Team and goal oriented, dedicated, dependable, hard working, and internationally experienced.

References - Personal references available upon request.