Marco Pontone
computer **scientist**

About

Date of Birth: 12 May 1994
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eMail: marco.pontone@gmail.com
Website: marcopontone.it l khor.dev
www.khor.store E-Commerce owner, mechanical keyboard enthusiast,
former Unreal Engine Game and AI racing simulation developer

Education

University of Pisa
Computer Science
2020 - 2025

University of Pisa
Computer Engineering
2016 - 2020

Istituto Tecnico Geometri
Acrhitectural Survey
2008 - 2013

Languages

Italian
Native Speaker

English
Native Speaker

Experience

2020 - Present

Founder & Manager @ KHOR.store
IT - Bologna

Summary:
- It all started as a hobby, designing and developing mechanical keyboard parts and electronics for myself and it became my current full-time job. As a one-man-business i manage all aspects of a small business, from product development, website design to the logistics & inventory management.

Responsibilities:
- Product development & design, finding the best materials and achieveing perfection in every detail.
- Managing and constantly updating a Shopify e-Commerce based online shop down to Liquid programming and customization.
- Inventory and logistics management, finding the right manufacturers, suppliers and shipping contractors.
- Customer Service, it's always important to help a customer finding the right item or solving any kind of problems with an order or shipping.
- Community Manager, this hobby is nothing without it and having a strong and well mantained community creates a better place to share knowledge and help newcomers.

Achievements:
- Learnt how to design a product from the ground up, finding manufacturers and perfect more every iteration.
- Setup and maintain a Shopify e-Commerce shop, adapting partial Liquid code to business needs.
- Inventory management, deal with shipping contractors and achieve 24h lead time from order to shipping.
- Built a community of just under 1000 constantly active users on Discord, and over 3000 customers from all around the world.

Shopify · HTML5 · CSS3 · JavaScript · KiCad · Fusion360 · C Language

2019 - 2020

Unreal Engine Dev @ Roborace
IT - Pisa

Summary:
- Collaborated as Internship with the team of Squadra Corse of the University of Pisa enrolled for the Season Alpha of RoboRace championship. Developed part of the 3D Virtual environment in Unreal Engine 4, used to simulate and train the main AI that would then drive a real RoboRace competitive driver-less vehicle.

Responsibilities:
- Tweaked NVidia PhysX's library to enhance physics and behaviors of the vehicle in a simulated environment.
- Simulated a virtual console joypad while receiveing analog input/output from a SpeedGoat controller.
- Created all the necessary UI to display the data during simulated runs.
- Created lap-time and time-attack simulation modes.
- Created a random spline track generator in order to have always a new training set track for the training task of the AI.

Achievements:
- Learnt about digital-analog controllers for electric vehcles.
- Learnt about strategic competitive racing.
- Developed skills on Unreal Engine 4 beyond just Game-Dev, going deep into CUDA and PhysX libraries.
- Competitive team-working.

UE4 · C++ · Git · GitHub · Jira · Docker · PhysX · CUDA

2010 - 2015

IT Manager @ NON SOLO PC
IT - Cassino

Summary:
- I worked as the main IT technician for the hardware repair department. I managed the whole repair department from the customer acceptance to components inventory and logistics. Since the time the first iPhone was release, my goal was to give assistance and repair solution on complex and high-end devices.

Responsibilities:
- Customer acceptance, repaired item delivery and workflow management.
- Hardware and software repairs on smartphones, tablet and any other complex device.
- SMD and BGA chip services.
- Warehouse inventory and components logistics management.
- Updates and renew when new repair methods and process are released on the market.

Achievements:
- Learnt since from young age to solder small components and service SMD and BGA chip swaps and repairs.
- Developed an independant capability to manage the inventory, order what's needed and manage new parts and fulfillment.
- Built skills on customer services and social interaction for a professional environment.
- Developed extraordinary problem solving skills even under high pressure and time sensitive situations.

SAP · WIN · Mac-OS · Linux

Projects & Events

MKIT 2024 Meetup

Organized and managed the first Italian Mechanical Keyboards community Meetup since 2018. Held in Turin, hosted by a community member, sponsored by Khor.

- 🚀 For businesses to get known.
- ✨ For newcomers to learn.
- 🦄 For experts to share knowledge.

HTML5 CSS Astro Shopify

KHOR.dev

A resource for every mechanical keyboard enthusiast and newcomer to learn and gather informations. This website is both a professional landing page and the resource for mechanical keyboard technical informations.

- 🚀 Web design powered by Astro
- 🌐 Community driven content
- 📚 A learning reasources

HTML5 CSS Astro

NASA Space Apps 2019

Organized and managed the very first worldwide Hackathon from NASA at the University of Pisa with the help of the Information Engineering department
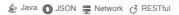
- 📝 Organize the event
- 😮 Engage with the community
- 💡 Learn from other's ideas

HTML5 CSS

HOTELIER IT-Network

For IT Network University Project i have developed a CLI based Tripadvisor-like application that simulates the review-based list of hotels for each Italian city. This application is structured in Client-Server model where the client can login, send reviews and request a list of best hotels for a certain city based review results.

- ☕ Java Advanced programming
- ⚙️ Multi-process and Multi-threading
- 🌐 Networking via RESTful APIs
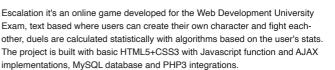
Java JSON Network RESTful

DataFarm Operating Systems

For the Operating System UNIPI Exam Project i have developed an application that makes use of Client-Server Socket communication, Multiprocess and Multithreading for data analysis. The application Clients read files from a folder and send data analysis request to a server.

- ⚙️ UNIX Multi-thread management
- 🔧 C Programming & Shell Scripting
- 🌐 Networking communication Sockets

C UNIX Shell Network Socket Linux

ESCALATION Web-Dev

Escalation it's an online game developed for the Web Development University Exam, text based where users can create their own character and fight each-other, duels are calculated statistically with algorithms based on the user's stats. The project is built with basic HTML5+CSS3 with Javascript function and AJAX implementations, MySQL database and PHP3 integrations.

- HTML5, CSS, JS fundamentals
- MySQL DB with PHP query
- UI/UX for responsive Web content

HTML5 CSS PHP Javascript MySQL RESTful AJAX

MAGMA Advanced programming

For the Advanced Programming Exam of UNIPI Computer Engineer degree i have developed a Management Software that simulates an administration tool for Esacalation project made in the prior Exam. This project shares the same database as Escalation and uses the data to plot statistics on players, users and gameplay.

- ☕ Java advanced programming
- 👾 Multi-threading & Graphics
- 🌐 Networking via Sockets

Java JavaFX MySQL JSON XML Socket Network

NASA Space Apps COVID Ed.

Organized and managed the worldwide remote Hackathon from NASA representing University of Pisa with the help of the Information Engineering department. This special event was organized to boost community driven ideas on the COVID social, scientific, biological and natural aspects

- 📝 Organize the event
- 😮 Engage with the community
- 💡 Learn from other's ideas

HTML5 CSS

Global Game Jam 2018

I worked in a team as Unreal Engine Game Developer for a 48 hour hackathon. I used mainly the game engine with Blueprint and C++ Programming

- 🎮 Unreal Engine 4 Development
- 👥 Competitive team collaboration
- 🔍 Problem solving

UE4 C++

Global Game Jam 2015

I worked in the 48 hour hackathon as a Game Engine Developer as part of a team with other developers and artists. I mainly worked on Unreal Engine using Blueprint and C++ programming

- 🎮 Unreal Engine 4 Development
- 👥 Competitive team collaboration
- 🔍 Problem solving

UE4 C++