

LEO MARZOLI

Engineering computer science student

EDUCATION

Degree

University of Bologna - Engineering and Computer Science

📅 2023 - 2025 enrolled | current GPA: 3.53

Degree Bachelor Degree

University of Urbino Carlo Bo - Applied Informatics

📅 2019 - 2022 GPA: 3.604

PROJECTS

Feasibility study of distributed computing in the environment Kubernetes (Thesis)

[Docker](#) [Kubernetes](#) [Python](#) [Funnel](#) [FTP](#)

📅 2022 📍 Developed as Team

- Developed a Python application capable of interfacing with Kubernetes APIs.
- Analyzed and developed Kubernetes components.
- Deployed via Docker the final system.

Code Hero (Personal Project)

[Unity](#) [JSON](#) [C#](#)

📅 2020 📍 Developed as Solo

- Development of a level-based game focused on C# theory.
- Tested multiple design patterns like: State, Observer, Singleton.

MetalScala3 (Academic Project)

[Scala](#) [GitHub Actions](#) [Sbt](#) [JavaFX](#)

📅 2023 📍 Developed as Team

- Developed a small Game Engine in Scala3.
- Used Agile with Scrum.
- Developed Unit and Functional tests using Mockito.
- Used Github Pages for doc. and Github Actions for CI.

Intelligent Pacman (Academic Project)

[JASON](#) [AgentSpeak\(L\)](#) [Java](#) [Gradle](#)

📅 2023 📍 Developed as Solo

- Developed intelligents agent with BDI behaviour to self play pacman.
- Used Github Actions for CI and Gradle as build tool.

E-Fit (Academic Project)

[Vue](#) [JavaScript](#) [Node.js](#) [Express](#) [MongoDB](#) [Gradle](#)

📅 2023 📍 Developed as Team

- Development of a web based solution for fitness.
- E-Commerce for the distribution of video courses.

Compiler FOOL (Academic Project)

[Java](#) [ANTLR](#)

📅 2023 📍 Developed as Solo

- Creation of a new programming language, called FOOL.

CONTACTS

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PORTFOLIO

Check out my website: [marzoli.me](#)

Check out my Github projects: [github](#)

Check out my Linkedin: [linkedin](#)

DESCRIPTION

I am a engineering computer science student with a strong passion for videogames development, who got some experience in Unreal Engine 5 and Unity to create engaging and immersive gaming experiences. My portfolio encompasses a diverse range of game projects. In an effort to share my passion with the world, I have established my personal website, which serves as a platform for showcasing my game projects, even tho I've got hands in many other projects that doesn't include necessarily games. This online space acts as a portfolio, allowing potential collaborators and employers to explore my work and possibilities in the game industry for more technical projects feel free to visit my Github.

TECH TOOLBOX

These are a list of things I consider relevant and that I've encountered and managed in order to create personal projects and prototypes:

[MySQL](#) [NoSQL](#) [MongoDB](#) [AWS](#)
[Vert.x](#) [RabbitMQ](#) [Akka](#) [JavaRMI](#)
[Microservices](#) [Unreal Engine](#)

HOBBIES

- Traveling.
- Remodeling my house.
- Strategy games.
- Learning new languages.

PROGRAMMING LANGUAGES

- Java (expert).
- C# (proficient).
- C++ (prior experience).
- Python (prior experience).