LEO MARZOLI

Engineering computer science student

EDUCATION

Master Degree
University of Bologna - Engineering and Computer Science
📅 2023 – 2025   enrolled | current GPA: 3.53

Bachelor Degree
University of Urbino Carlo Bo - Applied Informatics
📅 2019 – 2022   GPA: 3.604

PROJECTS

Code Hero (Personal Project) [Link]

`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) [Link]

`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) [Link]

`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) [Link]

`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.

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

`Docker` `Kubernetes` `Python` `Funnel` `FTP`

📅 2022   📍 Developed as Solo

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

Compiler FOOL (Academic Project) [Link]

`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

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` `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++ (proficient).
- C (prior experience).
- Python (prior experience).