DANIELE MARCHETILLI

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INSTRUCTION

SAPIENZA UNIVERSITY OF ROME
BC. SC. COMPUTER SCIENCE | SEP 2022 – DEC 2025

GPA: 3.4/4.
Worked part-time at the orientation information desk and orientation events at the faculty stand.

CARLOS III UNIVERSITY OF MADRID
DEGREE COURSE IN COMPUTER SCIENCE | SEP 2024 – JAN 2025

Semester of study abroad through the Erasmus+ program.

ITC VINCENZO ARANGIO RUIZ, ROME
COMPUTER TECHNICAL INSTITUTE | SEP 2017 – JUL 2022

Exit grade for the High School Exam: 100/100.

WORK EXPERIENCES

INFOPOINT EMPLOYEE PTA GROUP
MAY 2024 – AUGUST 2024

Management of customer requests and back-office activities for the management of the CC. Training activities for new staff.

WAITER RESTAURANT LA MASSERIA ROME
JUNE 2021 – APRIL 2024

Management of customers, reservations, orders.

UNIVERSITY PROJECTS

JBOMBERMAN, JAVA
PROGRAMMING METHODOLOGIES

Copy of the videogame "Bomberman" in Java, taking advantage of the knowledge on OOP and design patterns given in class.

MYFINGER, C
OPERATING SYSTEMS

Copy of the "Finger" command-line application for Linux, using Linux systems' files to obtain system's users information.

MYTRANSFERAPP, C
OPERATING SYSTEMS

C command-line application for the Linux OS to exchange files using sockets, multi-processing, multithreading and dynamic memory allocation.

MYBANK, PYTHON
CRYPTOGRAPHY

GUI application uses Python with a PostgreSQL database and the "pycryptodome" library to encrypt user data and communications through symmetric and asymmetric encryption.

SKILLS

TECHNICAL SKILLS: CPU ARCHITECTURE, OOP, DESIGN PATTERNS, ALGORITHMS, DATABASE THEORY, COMPUTER NETWORKS, OPERATING SYSTEMS.

PROGRAMMING LANGUAGES: PYTHON, JAVA, C.

LANGUAGES: ITALIAN (MOTHER TONGUE), ENGLISH (ADVANCED), SPANISH (INTERMEDIATE), GERMAN (BEGINNER).