

Lorenzo Pegorari

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Education

Polytechnic University of Milan

PURSUING A BACHELOR'S DEGREE OF SCIENCE IN COMPUTER SCIENCE AND ENGINEERING

Cremona, Italy

Sep. 2021 - present

Experience

Google Summer of Code 2025

GSoC'25 CONTRIBUTOR FOR THE OPEN SOURCE ORGANIZATION [BRL-CAD](#)

United States, Online

May 2025 - Sep. 2025

- Chosen among 1,280 accepted contributors against 15,240 participants (~8.4% acceptance rate).
- Enhanced the lightweight, object-oriented, C++ API [MOOSE](#), enabling applications to easily interface with the Geometry Editing Library (libged).
- Developed a console widget for [Arbalest](#), BRL-CAD's prototype Qt GUI, giving users access to libged's commands.
- Engineered a new tree-based representation for geometry file objects, cutting file-opening time by an average of 66% (with peak optimizations over 97%) and significantly improving code clarity and maintainability.
- Technologies used: C, C++, Qt6.

Side Projects

PERSONAL PROJECTS

Simply Colorful - Theme for the note-taking application [Obsidian](#)

CREATOR | MAIN DEVELOPER | MAIN DESIGNER

Online

Oct. 2024 - present

- This theme has gathered over 8500 downloads (as of January 16th, 2026).
- Technologies used: SASS, CSS, Grunt (JavaScript task runner).

Certificates

2020 [Cambridge English B2 First](#), Grade A: CEFR Level C1

ID: B2962291

2019 [Cambridge English B1 Preliminary](#), Grade A: CEFR Level B2

ID: 196IT0600133

Competitions

2023 [ITACPC 2023](#), participated as a team of 3 people and placed 49th out of 218 teams

Online

Skills

Front-end JavaScript, SASS, CSS3, HTML5

Software engineering C, C++, Qt6, Python3, Shell

Other RISC-V, MIPS, LaTeX

Software Git, GitHub, Google Sheets, Microsoft Excel, Microsoft Word, Microsoft Powerpoint

Languages Italian (Native), English (C1 Proficiency)