

# 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

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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📍 Fermignano, PU, Italy

## PORTFOLIO

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

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

Check out my Linkedin: [linkedin](#)

## DESCRIPTION

A passionate and driven Engineering and Computer Science master's student with a focus on game development and engine programming. I have hands-on experience with Unreal Engine 5 and Unity, developing optimized solutions that enhance gameplay performance and user experience. With a strong background in C++, Java, and performance optimization, I thrive in challenging environments that require creative problem-solving and technical innovation. My portfolio reflects my ability to tackle complex projects both independently and in teams, always striving for excellence in game development. I am committed to continually improving my skills, always seeking new challenges and opportunities to grow as a developer and contribute my expertise.

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