

LEO MARZOLI

Engineer in computer science



EDUCATION

Master Degree

University of Bologna - Engineering and Computer Science

2022 - 2024

GPA: 3.600

Bachelor Degree

University of Urbino Carlo Bo - Applied Informatics

2019 - 2022

GPA: 3.604

PROJECTS

ComputerVision-DiabloIII (Academic Project) [\[Link\]](#)

Python Deep Learning Jupyter Notebook

2023

Developed as Solo

- Generated a custom dataset of screens of Diablo III.
- Used a Darknet as model with Yolov4-tiny.
- The system does realtime object tracking of enemies in Diablo III and classifies them.

Multiplayer Team Deathmatch (Academic Project) [\[Link\]](#)

C++ GitLab Blueprints Unreal Engine 5

2023

Developed as Solo

- Developed a small prototype of a multiplayer game in UE5.
- Focused on programming aspects, used: repNotifiers, RPC.
- Used C++ in symbiosis with Blueprints.

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.

CONTACTS

@ marzolileo@gmail.com

(+39) 3404193848

Fermignano, PU, The Marches, Italy

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 Keras Docker
JavaRMI Microservices Unreal Engine
React TypeScript Angular Agile
Kubernetes Gradle

HOBBIES

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

PROGRAMMING LANGUAGES

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