

LEO MARZOLI

Computer Engineer



EDUCATION

Degree

University of Bologna - Engineering and Computer Science

2022 – 2023 attending

Degree Bachelor Degree

University of Urbino Carlo Bo - Applied Informatics

2019 – 2022 mark : 107

PROJECTS

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

Docker Kubernetes Python Funnel FTP

2022 Urbino

- Developed a Python application capable of interfacing with Kubernetes APIs.
- Analyzed and developed Kubernetes components.
- Integrated a Docker image of my system.

E-Fit (Academic Project)

Vue HTML JavaScript Node.js Express MongoDB

GitHub Gradle

2023 Cesena

- Development of a web based solution for fitness.
- E-Commerce for the distribution of video courses.

Code Hero (Personal Project)

Unity JSON C# ShaderLab HLSL Mathematica

GitHub

2020 Urbino

- Development of a layered game focused on C# theory.

MetalScala3 (Academic Project)

Scala GitHub GitHub Actions Sbt JavaFX

2023 Cesena

- Creating a Game Engine in Scala3.
- Development of a platformer video game inspired by Metal Slug 3.

Compiler FOOL (Academic Project)

Java ANTLR

2023 Cesena

- Creation of a new programming language, called FOOL.

CONTACTS

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in Leo Marzoli MarzoliLeo

Check out my website: marzoli.me

DESCRIPTION

I am a computer engineer with a strong passion for video game development, specializing in Unreal Engine 5 and Unity to create engaging and immersive gaming experiences. My portfolio encompasses a diverse range of game projects. In an effort to share my passion with the world, I have established my personal website, which serves as a platform for showcasing my game projects, demos, and prototypes. This online space acts as a portfolio, allowing potential collaborators and employers to explore my work interactively.

ADDITIONAL SKILLS

- Version Control Tools: Git
- Continuous Integration Implementation: GitHub Actions
- Database Technologies: SQL NoSQL MongoDB
- Cloud Technologies: AWS GCP
- Development of Reactive and Concurrent Applications: Vert.x RxJava
- Development of Distributed Systems: RabbitMQ Akka JavaRMI
- Agile Methodologies: Scrum Kanban
- Other Skills: DevOps Machine Learning Computer Vision Unreal Engine