

LEO MARZOLI

Engineering computer science student

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

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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](#) [librosa](#)
[Docker](#) [JavaRMI](#) [Microservices](#)
[Unreal Engine](#)

HOBBIES

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

PROGRAMMING LANGUAGES

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