



GABRIELE ARCIDIACONO

EMBEDDED SYSTEMS ENGINEER

📍 Torino, Italy • ✉️ gabriarci02@gmail.com

WEBSITES

- 🌐 my-portfolio-website
- 📄 gabriele-arcidiacono
- 🔄 TopGabri

COMPUTER SKILLS

- **Languages:** C, Python, Java, JS, Bash, Tcl, Arm assembly, VHDL, SystemC
- **Software:** Linux, Git, Qemu, FreeRTOS, STM32CubeIDE, Design Vision, QuestaSim, PrimeTime, VSCode, Vivado, Keil uVision, Arduino IDE, LaTeX

SOFT SKILLS

- Problem solving
- Work ethic
- Precision
- Organization
- Leadership

LANGUAGES

- Italian (Native)
- English (Fluent, C1)

INTERESTS

- Sports and piano playing



PROFILE

Passionate Master's student in Computer Engineering with a focus on Embedded Systems. I integrate software and hardware design through proficiency in multiple languages. Looking for an internship where I can learn from real-world challenges and build impactful technology.



EDUCATION

Master of Science in Computer Engineering | Embedded Systems 2024 - Present
Torino, Italy

Politecnico di Torino

- Expected graduation in 2026
- **Core subjects:** embedded hardware and software design, microcontroller programming, system optimization, testing, energy-efficient IoT architectures

Bachelor of Science in Computer Engineering 2021 - 2024
Torino, Italy

Politecnico di Torino

- Graduated with *110/110 cum laude*
- **Core subjects:** software development, electronics, signal processing, computer architecture



PROJECTS

Pac-Man 🔄

- Developed the Pac-Man game in C on the LandTiger board (NXP LPC1768 Soc, Arm Cortex-M3)

DLX processor 🔄

- Designed, implemented and tested a 5-stage pipelined DLX (RISC) processor in VHDL with advanced features

Board emulation with Qemu 🔄

- Emulated a custom version of a NXP board with Qemu, integrating UART and CAN peripherals, and tested with FreeRTOS

Low-Power contest 🔄

- Wrote a Tcl procedure for PrimeTime that minimizes post-synthesis leakage power



EXPERIENCE

Fragments, SRL | Intern Web Developer 2024

- Development and testing of full stack web components pertaining to the company's projects based on NextJS technology.