GABRIELE ARCIDIACONO

EMBEDDED SYSTEMS ENGINEER

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WEBSITES

- www.gabrielearcidiacono.com
- 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. Seeking an industry internship to develop practical expertise and contribute to innovative embedded solutions.

EDUCATION

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

- Expected gratuation 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
Politecnico di Torino   Torino, Italy

- 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-V like) processor in VHDL with advanced features

Board emulation with Qemu

- Emulated a custom version of a NXP board with Qemu, including 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.