Leonardo Chiaretti

MSc Student in
Computer Engineering

📞 Contact

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👤 About Me

I am a Master of Science's student in Computer Engineering with a strong interest in current trends and developments in the tech world. I am also curious about other fields and value the opportunity to exchange ideas and perspectives with others, fostering both personal and professional growth.

🧩 Skills and Languages

- C
- Java
- MySQL
- VHDL
- GitHub
- Cambridge FIRST (B2)
- Critical Thinking
- Teamworking skills

🎓 Education

Master of Science in Computer Engineering
Università Alma Mater Studiorum Bologna   2024 - 2026

I am pursuing a Master's degree in Computer Engineering, building on the solid foundation of my undergraduate studies. The program deepens my expertise in computational models, digital architectures, and cloud technologies, while developing advanced problem-solving skills, adaptability, and a focus on designing high-performance systems for modern challenges.

Bachelor in Computer Engineering
Politecnico di Milano   2020 - 2024

I completed a Bachelor's degree in Computer Engineering, building strong foundational skills in mathematics, computer science, and engineering principles. The program emphasized problem-solving, adaptability, and the ability to analyze and design complex systems. This experience refined my critical thinking skills and prepared me to tackle real-world challenges in dynamic technological environments.

Highschool Diploma in Liceo Classico
Liceo Classico G. C. Tacito, Terni   2015 - 2020

💼 Projects

Computational Languages and Models Project
Lambda Calculus Interpreter in Scala   Feb 2025 - Ongoing

I am developing a lambda calculus interpreter in Scala, combining a modern programming language with a fundamental concept of theoretical computer science. This project joins advanced computational theory with practical implementation.

Algorithms and Data Structures Project
Bakery Management Software in C   Jul 2024 - Aug 2024

I developed bakery management software in C to handle orders, inventory, and recipes efficiently. The project focused on discrete time events, making use of optimized data structures and algorithms to ensure smooth operations and maintainability.

Software Engineering Project
Board Game "Codex Naturalis" in Java   Mar 2024 - Jun 2024

I collaborated with a team of four to develop a software version of the board game "Codex Naturalis" using Java. This project, involved creating a distributed system based on a client-server architecture, implemented following the MVC pattern. We developed both a graphical user interface (GUI) using Swing and a textual user interface (TUI), allowing players to choose their preferred interface.

Logic Network Project
RAM Data Processor in VHDL   Feb 2024 - Mar 2024

I developed a VHDL-based hardware component to process and manipulate memory sequences in RAM according to specific given rules, leveraging FPGA resources while minimizing hardware usage.

📖 Hobbies

My hobbies include reading—particularly philosophy and non-fiction—and exploring cinema. Additionally I enjoy working out at the gym to ensure I live a healthy lifestyle. In my work draw inspiration from my favorite author, Nietzsche, and my favourite director, Scorsese. They both deeply influence my perspective and appreciation of art and ideas.