

# Gabriele Pedesini

## PERSONAL INFORMATION

- **Based in:** Milan, IT
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- **LinkedIn:** [linkedin.com/in/gabrielepedesini](https://linkedin.com/in/gabrielepedesini)
- **Date of Birth:** 08/12/2003

## EDUCATION

### • Politecnico di Milano

- Bachelor's degree in Computer Science and Engineering (Grade: 104/110)

Milan, IT

Sep. 2022 – Sep. 2025

## EXPERIENCE

### • Freelancer

- **Web Developer**

Milan, IT

Jun 2023 – Present

- **Client Collaboration:** Worked directly with clients to gather requirements and deliver web solutions that align with their business objectives and user needs.
- **Development:** Utilized modern web technologies and frameworks to build interactive websites.
- **UI/UX Design:** Designed user-friendly, visually appealing interfaces, ensuring an intuitive user experience.
- **SEO Optimization:** Applied SEO best practices, improving page rankings and increasing organic traffic.
- **Maintenance and Support:** Provided continuous updates, bug fixes, and technical support to ensure websites remain secure, functional, and up-to-date with evolving client needs and technologies.

## PROJECTS

### • Linkie

- *Python, Flask, JavaScript, HTML, CSS, SQLite*

GitHub

Jul. 2025

A lightweight web app that allows users to create and share customizable collections of personal or professional links, similar to Linktree. Implemented features include user authentication, link management (add/edit/delete), custom themes, and basic click-tracking analytics.

### • Galaxy Trucker

- *Java, JavaFX, CSS*

GitHub

Jun. 2025

Developed the digital multiplayer version of the board game *Galaxy Trucker* as part of a team project at Politecnico di Milano. Designed a modular and scalable architecture using the MVC pattern, with both graphical (GUI) and textual (TUI) interfaces. Implemented robust client-server communication via RMI and sockets, supporting multiple concurrent games and seamless client disconnection/reconnection handling.

### • PlanMyExams

- *JavaScript, HTML, CSS*

GitHub

Feb. 2025

Built a web tool that helps students efficiently plan their exam sessions by generating optimal scheduling combinations.

Implemented a smart scoring algorithm that evaluates balance, spacing, and overlap of exams. Upcoming features include editable inputs, calendar export, and a tutorial section.

### • Bricked

- *JavaScript, HTML, CSS*

GitHub

Oct. 2023

Developed a Tetris clone as a personal challenge to apply and enhance my programming skills. The game includes responsive design and integrated leaderboards, offering a seamless and competitive user experience.

## TECHNICAL SKILLS

- **Programming Languages:** C, Java, JavaScript, TypeScript, Python, HTML, CSS
- **Databases:** MySQL, SQLite
- **Frameworks:** React.js, Next.js, Flask
- **Operating Systems:** Windows, Linux
- **Softwares:** VS Code, IntelliJ IDEA, Microsoft Office

## LANGUAGES

- **English:** Working proficiency
- **Italian:** Native