Gabriele Pedesini

Personal Information

Based in: Milan, IT
Phone: +39 380 5874977

• Email: gabrielepedesini@gmail.com

• LinkedIn: linkedin.com/in/gabrielepedesini

• Date of Birth: 08/12/2003

EDUCATION

Politecnico di Milano

Milan, IT

Sep. 2022 - Present

Bachelor's degree in Software Engineering

EXPERIENCE

Freelancer

Milan, IT

Web Developer

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.
- o 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

Galaxy Trucker

GitHub

Java, JavaFX, CSS

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

GitHub

JavaScript, HTML, CSS

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.

LinkedTag

GitHub

Python, Flask, JavaScript, HTML, CSS

Dec. 2024

Developed an AI-powered tool that analyzes posts and suggests you highly relevant hashtags for LinkedIn, boosting efficiency by 300% compared to manual selection. Designed with responsive UX/UI, including light/dark modes, to ensure a seamless user experience. Focused on creating a functional and impactful solution.

Bricked

 $\underline{\text{GitHub}}$

JavaScript, HTML, CSS

 $Oct.\ 2023$

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, HTML, CSS

• Databases: SQL

• Operating Systems: Windows, Linux

• Softwares: VS Code, IntelliJ IDEA, Microsoft Office

Languages

• English: Working proficiency

• Italian: Native