

Gabriele Pedesini

PERSONAL INFORMATION

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

EDUCATION

- **Politecnico di Milano** Milan, IT
Bachelor's degree in Software Engineering *Sep. 2022 – Present*

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.
 - **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** [GitHub](#)
Python, Flask, JavaScript, HTML, CSS, SQLite *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** [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.
- **Bricked** [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, Python, HTML, CSS
- **Databases:** MySQL, SQLite
- **Frameworks:** Flask
- **Operating Systems:** Windows, Linux
- **Softwares:** VS Code, IntelliJ IDEA, Microsoft Office

LANGUAGES

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