

Gabriele Pappalardo

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EDUCATION

TUM: Technical University of Munich

Erasmus Experience: Master of Science in Computer Science

Oct. 2022 – Present

Munich, Germany

University of Pisa

Master of Computer Science (Current GPA of 4.0)

Oct. 2021 – Present

Pisa, Italy

- **Curriculum:** Software: programming, principles and techniques. Focused on programming languages and software verification.

University of Pisa

Bachelor of Computer Science

Sep. 2018 – Oct. 2021

Pisa, Italy

- **Thesis:** Improving the support for 3D scanned data in MeshLab and PyMeshLab.
- **Grade:** 110/110 (GPA of 3.7)

WORK EXPERIENCES

University of Pisa

Student Tutor

Pisa, Italy

Oct. 2021 - May 2022

- **Laboratory I Course:** helped more than 30 undergraduate Computer Science students for JavaScript and TypeScript programming assignments.

ntop

Frontend Software Engineer

Pisa, Italy

Dec. 2019 - Jun. 2021

- **ntopng:** contributed to the open-source project, improving the main graphical user interface using web technologies.

VOLUNTEER

LeadTheFuture

Mentee

Remote

Sep. 2022 – Present

Among the few Italian students selected as mentee for LeadTheFuture, a leading mentorship non-profit organization for students in STEM, with an acceptance rate below 20%.

Google Developer Group Pisa

Manager

Remote

Sep. 2019 – Present

Organised more than 10 talks and the Pisa's Devfest, with the help of other managers, for the Pisa community, inviting people from abroad.

PROJECTS

Unikraft PIE Applications |  github.com/unikraft/static-pie-apps


Unikraft is a open-source **Unikernel** Development Kit. Accepted a Pull Request for adding the compatibility with the PHP runtime.

mucomp-lang |  github.com/gabryon99/mucomp-lang

An imperative, interfaces and components based, statically type checked **programming language**. It is written using **OCaml** for the frontend (lexing with **Ocamllex**, parsing with **Menhir**) and using the **LLVM** toolchain as backend.

Ranch The Sheeps |  github.com/gabryon99/RanchTheSheep

A two-player **Android** application videogame. It is written in **Kotlin** and it implements a stateful **game engine**. The communication between the two players, uses the **WiFi P2P** framework, with a custom TCP-based protocol to exchange information.

MeshLab |  github.com/cnr-isti-vclab/meshlab

Contributed to the Open-Source project as work for the thesis. Refactoring existing C++ plugins to be used by PyMeshLab. Created two I/O and Filter plugins.

SKILLS

Programming: C, Modern C++, Java, Kotlin, OCaml, Lua, Python, TypeScript, JavaScript

Technologies: LLVM, Unity Engine, Löve2D, Android, Flask, BootStrap

Development Tools: CMake, Opam, Docker, git

Languages: English (B2, IELTS, Overall Score: 6.0), Italian (*native language*)