

~ \$ whoami

# Gabriele Pappalardo

## Master Computer Science Student



~ \$ cat Experience

### **Student Tutor**

University of Pisa

Oct 2021 - May 2022, Pisa, Italy

Helping undergraduate Computer Science students. Teaching Laboratory 1, where students learn how to program and solving problems using JavaScript.

### **UI/UX Developer**

ntop

Dec 2019 - Jun 2021, Pisa, Italy

Started in parallel with my bachelor degree. Developed graphical user interface for **ntopng** software using web technologies.

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### **Master in Computer Science**

University of Pisa

Oct 2021 - Present, Pisa, Italy

Curriculum: "Software: Programming, Principles and Technologies".

Principal courses: "Languages, Compilers and Interpreters",

Competitive Programming, Principles for Software Composition,

Algorithm Design.

### **Bachelor in Computer Science**

University of Pisa

Sep 2018 - Oct 2021, Pisa, Italy

Grade 110/110. Thesis: "Improving the support for 3D scanned data in MeshLab and PyMeshLab".

### **High School Diploma**

I.S. "S. Calvino" - "G.B. Amico"

Sep 2013 - Jul 2018, Pisa, Italy

Grade 100/100. DS1 graduate degree in Economics and Business Management, Management Information Systems, general.

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### **GDG Manager**

Google Developer Group Pisa

Sep 2019 - Present, Pisa, Italy

### **Contacts**

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### **Languages, Tools & Technologies**

JavaScript, TypeScript, Lua, Python, OCaml, C/C++, Java, Kotlin, LLVM, Docker, Android, Unity, Löve2D

### **Web Technologies**

HTML5, CSS, jQuery, Bootstrap

### **Interests**

Programming Languages, Compilers, Interpreters, Video Games

### **Languages**

Italian (native)

English (IELTS - B2)

### **Socials & Profiles**

🌐 <https://gabryon.me>

LinkedIn <https://linkedin.com/in/gabryon99>

Github <https://github.com/gabryon99>

~ \$ cat Contributions

### **MeshLab**

Visual Computing Lab of the Italian National Research Council - ISTI

Mar 2021 - Oct 2021, Pisa, Italy

Meshlab the open source system for processing and editing 3D triangular meshes. <https://github.com/cnr-isti-vclab/meshlab/>

### **VCGLib**

Visual Computing Lab of the Italian National Research Council - ISTI

Mar 2021 - Oct 2021, Pisa, Italy

The Visualization and Computer Graphics Library (VCG for short) is a open source portable C++ templated library for manipulation, processing and displaying with OpenGL of triangle and tetrahedral meshes. <https://github.com/cnr-isti-vclab/vcglib/>

### **ntopng**

ntop

Dec 2019 - Jun 2021, Pisa, Italy

ntopng is the next generation version of the original ntop, a network traffic probe that monitors network usage.

<https://github.com/ntop/ntopng>

~ \$ cat Papers

### **Improving the support for 3D scanned data in MeshLab and PyMeshLab.**

Bachelor Thesis

MeshLab, and its Python counterpart PyMeshLab, have been widely used for processing 3D scanned data. However, some functionalities of MeshLab that are entirely interactive have not been transferred into the scriptable framework under Python. Moreover, an emerging file format for distributing scanned data still is not supported by MeshLab. In this thesis, we have improved the capability of MeshLab to handle different kinds of 3D scanned data by adding the support for 3D scanned LIDAR data (E57). Moreover, by refactoring the core part of the alignment tools, we allowed higher flexibility in their usage in MeshLab and made them available in PyMeshLab.

Pisa, 9 March 2022

Gabriele Pappalardo