Gabriele Pappalardo

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EDUCATION

TUM: Technical University of Munich   *Oct. 2022 – Present*
Erasmus Experience: Master of Science in Computer Science   Munich, Germany

University of Pisa   *Oct. 2021 – Present*
Master of Computer Science   Pisa, Italy
- **Curriculum**: *Software: programming, principles and techniques.* Focused on programming languages and software verification.

University of Pisa   *Sep. 2018 – Oct. 2021*
Bachelor of Computer Science   Pisa, Italy
- **Thesis**: *Improving the support for 3D scanned data in MeshLab and PyMeshLab.*
- **Grade**: 110/110

WORK EXPERIENCES

University of Pisa   *Pisa, Italy*
Student Tutor   Oct. 2021 - May 2022
- **Laboratory I Course**: helped more than 30 undergraduate Computer Science students for JavaScript and TypeScript programming assignments.

ntop   *Pisa, Italy*
Frontend Software Engineer   Dec. 2019 - Jun. 2021
- **ntopng**: contributed to the Open-Source project, improving the main graphical user interface using web technologies.

VOLUNTEER

LeadTheFuture   *Remote*
Mentee   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   *Remote*
Manager   Sep. 2019 – Present
Organised more than 10 **talks**, with the help of other managers, for the Pisa community, inviting people from abroad.

PROJECTS

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