

Gabriele Pappalardo

Master Computer Science Student

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 Via Spartaco Carlini, 25, Pisa

SKILLS

Programming	C, Modern C++, Java, Kotlin, OCaml, Lua, Python, Typescript, Javascript, CSS
Frameworks & Libraries	OpenMP, LLVM, Unity Engine, Löve2D, Android, Flask, BootStrap
Development tools	Jetbrains suite, Wireshark, Visual Studio Code, CMake, Opam, Docker, git




EDUCATION

2021 - Present	Master in Computer Science at University of Pisa. Curriculum : "Software : programming, principles and techniques". The curriculum key points are the foundations and the practice of programming for complex software building and the efficient design of algorithms to solve challenging problems.
2018 - 2021	Bachelor in Computer Science at University of Pisa. Thesis : "Improving the support for 3D scanned data in MeshLab and PyMeshLab". The thesis project allowed the implementation of new plugins for MeshLab and PyMeshLab softwares, using the C++ programming language." Grade : 110/110.

EXPERIENCES

October 2021 May 2022	Student Tutor, UNIVERSITY OF PISA, Pisa <ul style="list-style-type: none">> Helped more than 30 undergraduate Computer Science students.> Teaching "Laboratory 1" course, where students learn how to program and solve problems using JavaScript and TypeScript. <div>JavaScript TypeScript NodeJS npm</div>
December 2019 June 2021	UI/UX Developer, NTOP, Pisa <ul style="list-style-type: none">> Developed graphical user interfaces for ntopng software using web technologies.> Re-worked main ntopng user interface. <div>HTML5 CSS3 JavaScript jQuery Bootstrap Lua</div>

PROJECTS

MUCOMP-LANG  github.com/gabryon99/mucomp-lang  Report : μcomp-lang implementation μ comp-lang is an imperative, interfaces and components based, statically type checked programming language created as final project for the "Languages, Compilers and Interpreters" course at University of Pisa. The language is written using OCaml for the frontend (lexing with Ocamllex , parsing with Menhir) and using the LLVM toolchain as backend. <div>OCaml LLVM Menhir Ocamllex Clang LLDB</div>	2022
RANCH THE SHEEP  github.com/gabryon99/RanchTheSheep <i>Ranch The Sheep</i> is an Android two-player videogame application created as final project for the "Development of Mobile Applications" course at University of Pisa. The game is written in Kotlin and it implements a small game engine with states. The communication between the two players, uses the WiFi P2P framework, with a custom TCP-based protocol to exchange information. <div>Android Kotlin Networking Wifi P2P</div>	2021

LANGUAGES

- > English : achieved an **IELTS** of level **B2** in 27/12/2018.
Score obtained :
 - > *Listening* : 6.0
 - > *Reading* : 6.0
 - > *Writing* : 5.0
 - > *Speaking* : 6.5
 - > *Overall Band Score* : 6.0
- > Italian : *native* language

VOULENTEER

Present September 2019	Manager, GDG PISA, Pisa, Remote Organised more than 10 talks , with the help of the other managers, in Pisa, inviting people from abroad. <div>Google Developer Group</div>
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