

LORENZO CARPANETO

Attending Master's Degree in Computer Science and Engineering

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Experience & Computer science

Programming

- I can program in multiple languages. I mostly use Java and Python. I have experience also on C, C++, JavaScript, Kotlin and C#.
- I have worked on several small projects for android using both Kotlin and Java.
- This year, I have worked on developing a "board-game" ([masters of renaissance](#)) client-server using Java. It has been graded with laude. I have also worked on a small project using JPA.
- I enjoy solving mathematical riddles and puzzles. I have participated several times in Mathematical Olympiads.

Android

- Followed the online course for [Android development with Kotlin](#)
- I have made several small and simple app-tutorials on how to set up some components for developing android applications. I am publishing them on my GitHub page. I have also made a pull request to Scarlet, a Tinder library for WebSocket, with a small demo, which has had some positive feedback.

Competitive Programming

- Honorable mention in SWERC 2019, an international competition of competitive programming. I have been selected on my third year of university to take part in this competition as a representative of the school.
- I am working on my skills as a competitive programmer, solving problems on [codeforces](#) and [uva](#)

Cyber Security

- I have been selected to participate in multiple cybersecurity lectures, organized by [cyberchallenge](#), to learn the basics and the strategies for ethical hacking.

Work Experience

Animator

Association – festival della Scienza

- [2018 and 2019](#) [Genova, Italy](#)
- I worked at Codinji, a workshop for children where I talked about how to approach coding through the App *Pocket Code*.
- I worked at Chain Reaction, a workshop for children proposed by *The School of Robotics* where I explained the Butterfly effect through an activity.

Languages

Italian – Native speaker

English – Proficient speaker (IELTS Academic – 7.5)

Education

University

Master's Degree in Computer Science and Engineering Politecnico di Milano

- [Sep 2020 – Ongoing](#) [Milan, Italy](#)
- GPA higher than 28.4/30 (Italian grades).
- Experience with distributed applications using java, JPA and SQL.

Bachelor's Degree in Electronics Engineering and ICT Università degli studi di Genova

- [Sep 2017 – 2020](#) [Genova, Italy](#)
- Graduated with 110/110 cum laude.
- Experience with Nodejs, javascript, C and C#.

Excellence Institute

IANUA and ISICT

- I have been selected to be part of IANUA and ISICT, both institutes of excellence.
- Complements the ordinary courses with additional lectures, concerning multidisciplinary aspects (such as business planning, communication...), held by professors invited from other universities and domain experts
- I have been Representative of the STSI (- Science and Technologies for Information Society) class

Scientific High School

G.D. Cassini & St. Tiernan's Community School

- [Sep 2012 – Jul 2017](#) [Genova, Italy](#)
- Graduated with full marks: 100/100.
- Participated several times in *Math Olympiad* competitions.
- Attended the Irish High School for four months to improve my English.

Awards

Innovathon – Leonardo S.p.A.

My team and I placed second overall at this international competition. We had to design and build a vehicle able to move autonomously inside of an ill-lit tunnel to assist injured people with an emergency kit. I managed to implement a simple AI which could recognize a person inside the tunnel.

Scholarships

I won two scholarships to study four weeks abroad (two weeks in Edinburgh, two weeks in Cambridge).