

ABOUT ME

Computer Science and Engineering student.
Technology and programming enthusiast.
Creative project developer.

CONTACT DETAILS

🏠 lorenzoros.si
🐙 github.com/lorossi
📷 [lorossi](#)
🌐 Lorenzo Rossi
✉ jobs@lorenzoros.si
☎ +39 331 102 4623
📍 Milano, Italy

PERSONAL INFORMATION

Birth Date: **01/02/1997**
Citizenship: **Italian**
Languages: **English** (C1) **French** (B1) **Italian** (native)

PROGRAMMING LANGUAGES

Proficient: C, GDscript, Go, JavaScript, Processing, Python
Experienced: Assembly, Bash, Erlang, Haskell, Java, SQL, Scheme, VHDL
Familiar: C++, Matlab, Rust

DESCRIPTIVE LANGUAGES

CSS, HTML5, LaTeX

FRAMEWORKS

Bootstrap, Django, FastAPI, Flask, JQuery, Keras, OpenCV, TensorFlow

HOBBIES

Photography, Photo Editing, Digital Art, Cooking, Film Watching

Lorenzo Rossi

EXPERIENCE

- FREELANCING** on web platforms **October 2020 - Current**
- Areas of expertise: Web Development (*front-end and back-end*), Embedded Systems, Software Development.
 - Engaged and completed multiple projects involving both embedded (*using ESP32, Arduino and RaspberryPi*) and desktop (*on both Linux and Windows*) systems.
 - Gained important soft skills like dealing with a vast amount of work and collaborating with people all over the world.
 - Got the chance to interface with the real world outside my university and interact with real life projects.

PERSONAL PROJECTS

- EMBEDDED DEVELOPER** ARDUINO | ESP32 | ESP8266 | PIC
- Experience in developing embedded systems using microcontrollers.
 - Development of IoT system for real word data measurements.
 - Creation of web interfaces to display data.

- FULL STACK DEVELOPER** CSS | HTML5 | JAVASCRIPT | PYTHON
- Development of websites from back to front-end, including data analysis and visualizations, and interactive web programs.
 - Foundations of web design and creation of user-friendly interfaces.
 - Integration of web services with serverless platforms like AWS Lambda.

- VISUAL ARTS DEVELOPER** GDSCRIPT | JAVASCRIPT | PROCESSING | PYTHON
- Creation of interactive or fully automated digital art projects.
 - Application of creative coding concepts oriented to make visually appealing videos and images.
 - Creation of 2D games using Godot Engine, from game design to programming.

- GENERAL SOFTWARE DEVELOPER** C | GO | JAVASCRIPT | PYTHON
- Development of software applications for various purposes, including web scraping, data analysis, visualizations, and computationally-heavy problem-solving.
 - Participation in multiple online coding challenges, such as Project Euler, Advent of Code, Codewars, Leetcode, and coding Challenges provided by Reply.

- DEEP LEARNING DEVELOPER** KERAS | PYTHON | TENSORFLOW
- Development of deep learning models for image classification, object detection, and image segmentation.
 - Development of deep learning models for real-world problems.
 - Development of models for real time image processing.

- BOOKLET CREATOR** ADOBE INDESIGN | ADOBE LIGHTROOM | ADOBE PHOTOSHOP
- Creation of booklets for personal projects.
 - Use of specialized software for image editing, image development, and page layout creation.

EDUCATION

- IIS LUIGI GALVANI, MILANO** **2011 - 2016**
- High School Diploma in Electromedical Installations.

- POLITECNICO DI MILANO** **2016 - 2021**
- Bachelor of Science in Electronic Engineering.

- POLITECNICO DI MILANO** **2021 - Current**
- Master of Science in Computer Science and Engineering.