# Lorenzo Rossi

# Software Developer







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### **EXPERIENCE**

FREELANCING WEB DEVELOPER | EMBEDDED DEVELOPER | SOFTWARE DEVELOPER October 2020 - Current

- → 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 MQTT-based systems to interface users with data

#### FRONT END DEVELOPER JAVASCRIPT | HTML5 | CSS

- → Development of websites and interactive web programs
- → Foundations of web design and creation of user-friendly interfaces

#### FULL STACK DEVELOPER JAVASCRIPT | PYTHON

- → Development of websites from back to front-end, including data analysis and visualizations
- → Integration of web services with serverless platforms like AWS Lambda

# VISUAL ARTS DEVELOPER JAVASCRIPT | PYTHON | JAVASCRIPT | PROCESSING

- → Creation of interactive or fully automated digital art projects
- → Application of creative coding oriented to make visually appealing videos and images

# GENERAL SOFTWARE DEVELOPER PYTHON | GO | C | C++ | JAVASCRIPT

- → General use software development, including data analysis, visualizations, computational-heavy problem solving
- → Participation in multiple online coding challenges, including Advent of Code and Codewars
- → Development of libraries and creation of relative documentation using ad hoc tools like Doxygen

#### **DEEP LEARNING DEVELOPER** PYTHON | TENSORFLOW | KERAS

- → Development of deep learning models for image and text classification
- → Creation of generative models for image and text generation
- → Application of deep learning models to real world problems
- → Development of models for real time image processing

## **SKILLS**

#### **PROGRAMMING**

Proficient:

Python • C • JavaScript • Go • Processing

Experienced:

VHDL • SQL • Assembly • Java • Bash • Haskell • Scheme • Erlang

Familiar:

Matlab • C++ • Rust

#### LIBRARIES/FRAMEWORKS

jQuery • OpenCV • Flask • Django • Numpy • TensorFlow • Keras •

Pandas • Matplotlib

#### **DESCRIPTIVE LANGUAGES**

CSS • HTML5 • LATEX

#### **OPERATING SYSTEMS**

Windows • Debian based distros • Arch based distros

#### EMBEDDED DEVELOPMENT

Arduino • AVR/PIC microcontrollers • ESP32/ESP8266 • Raspberry Pi

#### **OTHER**

Adobe Photoshop • Adobe InDesign • Adobe Lightroom