



ABOUT ME

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

CONTACT DETAILS

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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.