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.

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, Movie Watching