Alessandro Fossari

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Education

University of Pisa   Sep. 2020 – Mar. 2025
Computer Engineering   *Pisa, Italy*
Free courses chosen: Programming Laboratory, Computer Networks Design.

Liceo Scientifico Michele Guerrisi   July 2020
High School Diploma   *Cittanova, Italy*

Project Works

Bachelor degree projects

SmartBuildings (SQL): A construction company database capable of predicting possible damage to buildings using collected data.

EscapeRoom (C): An escape‑room‑themed puzzle game running on a client‑server application.

FastTransport (Java, Javafx, Json, XML): A delivery company client‑server application using Java and Spring framework for access control.

AllDayDrift (Html, PHP, JavaScript, Json, Css): A web racing game that lets the player race against other people's ghosts. Every game mechanic, even collisions, were implemented via the JS code.

Laureandosi (PHP, Html, Css, Json): A WordPress‑based web application emulating a UniPi web service.

Emulators

Chip‑8 (C): A fully functioning Chip‑8 emulator.

Commodore64 (C++): An incomplete C64 emulator.

Others

BrickBot (JavaScript, Node.js): A Discord bot to monitor cryptocurrency values.

VLSM (C): A program to calculate subnet addresses using VLSM.

Skills

Programming Languages: C, C++, LaTeX, Matlab, Java, SQL, JavaScript, PHP, Assemblyx86, Node.js.

Other languages: Verilog, Html, XML, Json, Css.

Soft Skills: Problem solving, critical thinking, teamwork.

Spoken languages: Italian (native), English (B2).

Publications

Reti Wireless WiFi7: Prestazioni e Casi d'Uso: My bachelor's degree final thesis. Supervisors: Prof. Giuseppe Anastasi, Prof.ssa Francesca Righetti, Dott. Marco Pettorali.

Traditional and Digital Artist