Gabriele Pappalardo

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🎓 EDUCATION

TUM: Technical University of Munich   *Oct. 2022 – Oct. 2023*
Exchange Student: Master of Science in Computer Science   Munich, Germany

University of Pisa   *Oct. 2021 – Dec. 2023*
Master of Science in Computer Science   Pisa, Italy
- ○ **Curriculum**: *Software: programming, principles and techniques.* Focused on programming languages implementations (virtual machines, compilers and interpreters).

University of Pisa   *Sep. 2018 – Oct. 2021*
Bachelor of Science in Computer Science   Pisa, Italy
- ○ **Thesis**: *Improving the support for 3D scanned data in MeshLab and PyMeshLab.*
- ○ **Grade**: 110/110 (GPA of 3.66)

💼 WORK EXPERIENCES

JetBrains   *Apr. 2023 - Dec. 2023*
Software Engineer Intern   Munich, Germany
- ○ **Verification Framework**: working on a new formal verification framework for the Kotlin programming language.

University of Pisa   *Oct. 2021 - May 2022*
Student Tutor   Pisa, Italy

ntop   *Dec. 2019 - Jun. 2021*
Frontend Software Engineer   Pisa, Italy
- ○ **ntopng**: contributed to the open-source project, improving the main graphical user interface using web technologies.

🖥 PROJECTS

Dynamic Toy Recompiler | github.com/gabryon99/vt-vm-dynamic
A toy dynamic recompiler, written in **Rust** with **LLVM**, for an ISA built for the '*Virtualization Techniques*' course at **TUM**.

mucomp-lang | github.com/gabryon99/mucomp-lang
An imperative, interfaces and components based, statically type checked **programming language**. It is written using **OCaml** for the frontend (lexing with **Ocamllex**, parsing with **Menhir**) and using the **LLVM** toolchain as backend.

Ranch The Sheeps | github.com/gabryon99/RanchTheSheep
A two-player **Android** application videogame. It is written in **Kotlin** and it implements a stateful **game engine**. The communication between the two players, uses the **WiFi P2P** framework, with a custom TCP-based protocol to exchange information.

MeshLab | github.com/cnr-isti-vclab/meshlab
Contributed to the Open-Source project as work for the thesis. Refactoring existing C++ plugins to be used by PyMeshLab. Created two I/O and Filter plugins.

👥 VOLUNTEER

LeadTheFuture   *Sep. 2022 – Present*
Mentee   Remote
Among the few Italian students selected as mentee for LeadTheFuture, a leading mentorship non-profit organization for students in STEM, with an acceptance rate below 20%.

Google Developer Group Pisa   *Sep. 2019 – Present*
Manager   Remote
Organised more than 10 **talks**, with the help of other managers, for the GDG's Pisa community, inviting people from abroad.

☰ SKILLS

Programming: C, **Modern C++**, Java, Kotlin, OCaml, Lua, Python, TypeScript, JavaScript
Technologies: **LLVM**, Unity Engine, Löve2D, Android, Flask, BootStrap, CMake, Opam, Docker, **git**
Languages: English (B2, IELTS, Overall Score: 6.0), French (B1, DELF), Italian (*native* language)