Gianluca Di Paola

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Education

Polytechnic University of Milan Master of Science Degree in Computer Engineering, ICT, Business and Innovation	2025-Present
Polytechnic University of Milan Bachelor of Science Degree in Engineering Of Computing Systems	2021-2024
Liceo Scientifico Benedetto Croce High School Diploma in scientific studies	2016-2021

Coursework

Informatics: Software Engineering, Object-Oriented Programming, Algorithms (fundamental and for bioinformatics), Data Structures, Finite State Machines, Software Defined Networking, Databases and Design, Computer Architecture, Operating Systems, Human-Computer Interaction

Engineering: Calculus I & II, Linear Algebra, Geometry, Physics, Probability & Statistics, General Chemistry, Automation, Logic & Algebra, Information Systems, Business Economics & Organization, Electronics

Skills

Languages: C, Python, Java, SQL, HTML, CSS, JavaScript, IATEX Tools:Windows, Linux, Google Workspace, Microsoft Office Suite, VSCode, IntelliJ Idea, GCC, GDB, Valgrind, Cachegrind, Git/GitHub, Unix Shell, VS Code, IntelliJ IDEA, Figma

Projects

 Codex Naturalis Java, MVC, Design Patterns, TCP, RMI, GUI, TUI, JavaFX, Maven, IntelliJ IDEA Academic team project, graded 30/30 cum Laude Developed digital version of a physical game, through distributed programming 	2023
 Data Highway C, GCC, BDB, Valgrind, Cachegrind, Unix Shell, Big-O notation, VS Code Academic solo project, graded 30/30 Developed C program respectful of the given time and memory complexity limits 	2022
 FPGA Module VHDL, Vivado Design Suite, Git/Github, VS Code Academic team project, graded 28/30 Developed and designed fully functional VHDL hardware module, for its seamless integration with a RAM 	2022
 AI Web Navigator Python, AI, GPT, Newelle, VS Code, Git/Github Team project, published as Newelle extension Developed an AI agent based on the GPT model capable of reliably assisting the user through websites 	2024
 VentureLabs Flâneur Figma, UCD, UX, HTML, CSS, Git/Github, PowerPoint, Excel Academic team project, graded 29/30 Developed prototype of a service, tailored for the target user, following User Centered Design paradigm 	2024
 gianlucadipaola.com React, NextJS, Tailwind CSS, Shadcn/UI, Lucide-React, Framer-Motion Solo project, open source on github Developed porfolio, designed to minimise maintenance, with a focus on responsive design, performance and access 	2024 essibility
Experience	
Student Tech Clas: AI Agents $\mid 2^{nd}$ placed finalist team Developed an AI agent based on the GPT model, capable of answering questions about the Polimi's website; it retries from polimi.it and uses it to deliver reliable information, along with the url the piece of information was found on.	2024 eves data
TOP: Tutoring Online Program <i>Tutor</i> I provided specialized tutoring to a student with difficulties, earning recognition through an awarded open-badge for acquired skills and knowledge.	2023 the
Water and Data Analysis with Bioindicators Volunteer I led team project on water analysis using bioindicators, proficiently organizing and manipulating data in Excel while collaborating effectively. Our work provided Sicily Region with up-to-date data on the state of Oreto river.	2021 e

CERTIFICATIONS