

Leonardo Delfino

Email: l.delfino@leonardodelfino.dev
Email: l.delfino1@studenti.unipi.it
Website: www.leonardodelfino.dev
Mobile: +39 392 718 4243
Github: github.com/leonardodelfinodev



EDUCATION

- **ITIS G. Galilei** Livorno, Italy
Informatica e Telecomunicazioni 10th of July, 2019
- **Università di Pisa** Pisa, Italy
Bachelor of Computer Science Present

HONORS AND AWARDS

- **Zero Robotics** Torino, Italy
Politecnico di Torino January 2018
World champion (ENTERPRISE / BeachPin1701)
- **Turing Machine Competition** Pisa, Italy
Università di Pisa, Department of Computer Science 14th of April, 2018
Placed 4th at the 22nd edition of the national Italian Turing Machine Competition

LICENSES AND CERTIFICATIONS

- **CCNA R&S: Introduction to Networks** Remote
Cisco October 2017
- **CCNA R&S: Routing and Switching essentials** Remote
Cisco April 2018
- **CCNA R&S: Scaling Networks** Remote
Cisco December 2018
- **CCNA R&S: Connecting Networks** Remote
Cisco November 2019
- **B1 Preliminary** Livorno, Italy
Cambridge June 2014

EXPERIENCE

- **Studio Legale Avv. G. Giuliano** Livorno, Italy
Computer technician (ASL - alternanza scuola-lavoro) June 2017 - September 2017
 - **Digital archive management:** Reorganized and ordered the digital archive.
 - **Digital signature:** I studied the digital signature to have a deeper understanding of the protocol.
- **Studio Legale Avv. G. Giuliano** Livorno, Italy
Website designer November 2021 - Present
 - **Website management and maintenance:** Used a proprietary CMS (content management system) to manage and update the pages of the website.
 - **Email automation:** Coded a Python3 program that automates the sending of emails.

PROJECTS

- **Turing Machine Simulator:** (Work in progress) An open-source implementation of a Turing Machine simulator in Python3.
- **Datagram Transport Layer Security (DTLS) implementation using OpenSSL:** A C++ cross-platform multi-threading implementation of the Datagram Transport Layer Security (DTLS) protocol, for both TLS 1.0 and TLS 1.2, using OpenSSL1.1.1g.
- **Chess:** A didactic GUI-based chess game made in Python3 using pygame. Every component has been coded from scratch.