GABRIELE DE ASTIS

Ruvo di Puglia, Bari, Italia

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Education

University of Bari Aldo Moro — **Bari, Italy**
B.Sc. in Computer Science — *Sept 2024 – Present*

Liceo Scientifico O. Tedone — **Ruvo di Puglia, Italy**
High School Diploma — *Sept 2019 – June 2024*

Relevant Coursework

- Programming I
- Programming II
- Data Structures
- Databases
- Web Technologies (in progress)
- Software Engineering
- Computer Arch.
- Computer Networks

Experience

O'Scugnizz — **Ruvo di Puglia, Italy**
Waiter / Staff — *Aug 2024 – Present*

- Managed dining room operations and orders in a high-paced environment, ensuring accuracy and speed.
- Collaborated constantly with the kitchen and service team to guarantee efficiency and customer satisfaction.

Projects

Smart Mobility Platform | *React, FastAPI, SQLAlchemy, UML, Scrum* — **2025 – 2026**

- Built in a team of 4 a shared urban mobility web platform (Software Engineering course) using Scrum, with Claude Code as an AI coworker via stream coding.
- Built on a layered client-server architecture (MVC): React frontend, FastAPI controllers, business logic and data access layers, SQLAlchemy ORM.
- Produced UML class and component diagrams, class specifications, user story quality assessments and sprint reports.

Music Playlist Manager | *C Language* — **March 2025 – June 2025**

- Developed a simple application to manage music libraries, allowing users to organize tracks and create custom playlists.
- Implemented full CRUD functionalities (Create, Read, Update, Delete) and efficient data structures to handle song metadata.

Interactive AR Apparel Project | *Augmented Reality, Image Tracking* — **Aug 2025**

- Conceptualized and developed a line of t-shirts merging physical fashion with digital experiences through Augmented Reality.
- Designed custom graphics serving as scannable markers to trigger 3D/2D digital overlays using smartphone cameras.

Wingardia: The Last Chance | *RPG Maker VX Ace* — **Feb 2025**

- Developed and published a complete 2D RPG on itch.io, handling game design, logic programming, and level architecture.
- Implemented core gameplay mechanics including turn-based combat, NPC interaction systems, and inventory management.
- Managed the deployment process and release on a public platform (link to game).

Star Man | *Construct 3, HTML5, Event-based Logic* — **Aug 2024**

- Designed and deployed a browser-based 2D arcade game using the Construct engine, focusing on immediate playability.
- Implemented game mechanics via event sheets, managing physics, collision detection, and scoring algorithms.
- Optimized assets and logic for web performance and published on Construct.net (play link).

Technical Skills

Programming Languages: Java, C, SQL
Developer Tools: VS Code, Eclipse, Git/GitHub
Cloud & Backend Services: Supabase, Firebase, Google APIs, Cloudflare, Vercel (self-taught)
Spoken Languages: Italian (native), English (B2, university exam)

Extracurricular Activities

Creative Writing & Publishing — **2023 – Present**
Author — *Remote*

- Published a short story via YouCanPrint; curating a collection of original fiction on Wattpad.