

SIMONE SESTILI

Software Engineer

PERSONAL PROJECTS

Simple Interpreted Programming Language - 2022

- Wrote a simple interpreted programming language that supports simple arithmetic, variables and if statements. Successfully implemented a lexer to tokenize the source code, a parser to parse the tokens into an abstract syntax tree, and an interpreter to interpret the abstract syntax tree.

Online Note-Taking Web App - 2021

- Built and deployed an online note-taking web application that supports user registration and user authentication. User accounts and notes taken by users are persisted on a PostgreSQL database.

Pathfinding Algorithm Interactive - 2021

- Built an interactive program that allows users to see and compare different pathfinding algorithms (A*, BFS, DFS). Users can add and remove obstacles, move the start and end positions of the path, and change the algorithm used for pathfinding in order to compare their performance and use cases.

Clash of Clans Discord Bot - 2021

- Built and deployed a Clash of Clans utility bot for discord that connects to the Clash of Clans API to display users' in-game statistics. Users can connect their Discord account to their Clash of Clans account and the connection will be persisted on a PostgreSQL database.

EDUCATION

California High School
2018-2022

Ambitious high school student with a 4.3 GPA seeking to use proven skills to gain industry experience.

SUMMARY

Aspiring software engineer with exceptional and proven problem-solving skills. Very motivated and capable of self-learning new technologies.

CONTACT

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Programming Languages:

- Python
- Java
- JavaScript

Soft Skills:

- Great Communication
- Open-Minded
- Self-Reliant

Achievements:

- Rank 1,509/261,648 on LeetCode
- 4.0 Unweighted GPA