

Julio Zenelaj

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WORK EXPERIENCE

TEACHING ASSISTANT - COMPUTER ARCHITECTURE UNIT II – UNIVERSITÀ DEGLI STUDI DI ROMA LA SAPIENZA – 01/04/2026 – 30/06/2026

HIGH-PERFORMANCE LARGE-SCALE COMPUTING LAB - RESEARCH INTERNSHIP – UNIVERSITÀ DI ROMA LA SAPIENZA – 30/04/2025 – 31/08/2025 – ROME, ITALY

HONOURS PROGRAMME – UNIVERSITÀ DEGLI STUDI DI ROMA LA SAPIENZA – 29/02/2024 – 28/02/2025 – ROME, ITALY

EDUCATION AND TRAINING

31/10/2025 – CURRENT
MASTER'S DEGREE IN COMPUTER SCIENCE Università degli studi di Roma La Sapienza

31/08/2022 – 30/09/2025
BACHELOR'S DEGREE IN APPLIED COMPUTER SCIENCE AND ARTIFICIAL INTELLIGENCE Università degli studi di Roma La Sapienza

Final grade 110 |

Thesis Simplifying Collective Algorithm Implementation by Building an MPI Interpreter for Microsoft's Collective Communication Language

LANGUAGE SKILLS

Mother tongue(s): **ALBANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C1	C1	C1
ITALIAN	C1	B2	B1	B2	B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

Programming Languages and Software

C | C++ | C# | Python | Java | Rust | JavaScript | Visual Studio (IDE) | IntelliJ IDEA (IDE) | Unity (Game Engine) | Rust Rover (IDE) | Bevy (Game Engine) | CUDA (framework) | MPI (framework) | Vulkan (Graphics API) | OpenGL (Graphics API) | Github | Linux

Programming Skills

High Performance Computing | Multithreading | Distributed Computing | Object-Oriented Programming | Data Oriented Design | Computer Graphics | Game Development

*For a list of personal projects please refer to my website or LinkedIn account.