

# GIOVANNI SARTORI



## CORE PROGRAMMING LANGUAGES

C++20  
QML (Qt Quick)  
C99  
MISRA-C:2016  
LaTeX  
Markdown

## OTHER PROGRAMMING LANGUAGES

Rust  
Python  
C# / .NET  
Java  
HTML  
VHDL

## INTERESTS


- Expertise and long practice in teaching.
- Interest in physics, mathematics, computer science and good programming practices.
- Lifelong interest in drawing, graphics, and music theory.
- Creation and maintenance of technical-scientific and project documentation, typically in pure LaTeX or Markdown + LaTeX languages.

## LANGUAGE SKILLS

- Italian native speaker.
- Excellent understanding of written and spoken English; good conversational English.


## Software Developer

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 Western Vicenza Metropolitan Area

## ABOUT ME

Currently I am an Electric Vehicles Supply Equipment (EVSE) software developer, managing a wide technological stack using Java, Python, C, C++, JSON and more. I am a former professional musician, and my free time, I enjoy studying computer science, programming principles and programming languages (C++ and Rust in particular), as well as creating desktop applications and audio plugins with other programmers (mainly in Qt and JUCE), trying to blend my passion for graphics and music with computer programming.

## WORK EXPERIENCE

**NEX2** (April 2024 - Ongoing)  
• **Software developer** in the Electric Vehicles Supply Equipment (EVSE) domain.

**DANA TM4** (January 2021 – April 2024)  
• **Firmware and software developer** in the automotive / off-highway sector (inverter programming in C language with MISRA-C:2016 guidelines for low-voltage electric motors).  
• **Systems engineer**.

### PREVIOUS WORK EXPERIENCES

• **Music teacher** (Guitar, Keyboards, Theory and Harmony).

## FRAMEWORKS, TOOLS, HARDWARE AND SOFTWARE USAGE

- **IDEs and editors**: Visual Studio Code; Qt Creator (Qt Widgets and Qt Quick); Visual Studio; JUCE; IntelliJ IDEA.
- **Software building, versioning and lifecycle**: CMake; Git; GitHub; GitLab; Subversion; Jira; Azure DevOps.
- **Graphics**: SDL 2.0; OpenGL; InkScape; GIMP.
- **Music, DAWs, Engineering and production**: Audacity, MuseScore, Pro Tools and Cubase; MATLAB and Simulink; VectorCAST/C++; Microsoft Office.
- **Operating systems**: Microsoft Windows; Linux Ubuntu.
- **Hardware**: good ability to assemble and install standard components for personal computers.

## EDUCATION

**BACHELOR'S DEGREE IN MECHATRONICS ENGINEERING** (2017 - 2020)  
• University of Padova, Dipartimento di Tecnica e Gestione dei Sistemi Industriali.

**CONSERVATORY OF MUSIC** (2000 - 2008)  
• Guitar intermediate exam (eighth year of study).  
• Theory and Music Reading exam.  
• Harmony and Voice Leading exam.  
• Music History exam.  
• Complementary piano exam.