Giovanni Sartori

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To whom it may concern,

I am a software developer in the Electric Vehicles Supply Equipment (EVSE) industry. My academic background is rooted in professional musical training (Conservatory of Music, classical guitar) and Mechatronics Engineering, and since 2021, I have been professionally immersed in the software development landscape, creating and maintaining firmware and software using programming languages such as C, C++, Java, and Python.

C++ is my language of choice, a field in which I have cultivated a deep interest over the years. I have utilised it to build desktop applications within frameworks like Qt and JUCE. With Qt Quick, I have created a simple implementation of John Conway's Game of Life. At present, I am collaborating with two skilled programmers to develop a software rendition of a Music Theory book titled "Mr Goodchord's Almanac of Guitar Voice Leading", by jazz musician Mick Goodrick. The application, being developed in JUCE, is slated for its initial release in the forthcoming weeks.

My interests extend to writing high-quality clean code, object-oriented programming, design patterns, desktop applications, graphics and music programming, user interfaces, and Computer Science.

In addition, I have explored the use of the SDL 2.0 library and OpenGL, and I am eager to delve deeper into these areas given the opportunity.

Prior to my career in software development, I was a professional musician and music teacher. I've used DAWs and music production software such as Audacity, Pro Tools, Cubase, Guitar Pro and others for years (and more recently MuseScore). My lifelong passion for music and graphics continues to inspire my work.

Kind regards,
Giovanni Sartori