Giordano Menegazzi

Curriculum Vitae

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Personal information

Surname	Menegazzi
First Name	Giordano
Date of birth	15 August 1989
Birthplace	Nieuwegein
Residence	Ede
Marital status	Unmarried
Nationalities	Dutch, Italian
Citizen Service number	
Driver's license	A *(motorcycle license)*, B *(driving license)*
Profile	I'm a passionate iOS Developer that loves technology and absorbing as much new information as possible. From computer science, electronics and astronomy to automotive engineering. In addition, I like to work with my hands and create beautiful / functional new things. I also have my own YouTube Chanel where I upgrade my car. For a more in-depth profile about me, I highly recommend checking out my iOS Portfolio website at: *https://giordano-menegazzi.github.io/*.

Work experience

Autodidact
Feb. 2017-current

Electronical Prototype Developer, Autodidact B.V., Soest.
Designing and producing complex electronical prototypes for the automotive industry, psychiatry, elderly care and education. Both hardware and software production including PCB design, soldering, 3D design and printing. Microcontroller programming in C, MATLAB, Micro Python, HTML, CSS and native iOS App development in Swift.

Jun. 2010-2017

Audi Technician, Muntstad Audi Sport, de Meern.
Certified Audi Sport Technician, qualified in working with S, RS and R8 models. Maintenance, repair and diagnosis including all hybrid and electric cars.

BROEKHUIS
Jul. 2006-2010

Volvo Technician, Broekhuis Volvo, Zeist.
Started my career as an assistant car mechanic and grew through my MBO automotive training up to technician. In between I also followed the automotive training courses of the Innovam and the internal Volvo training courses.

Educations

2015-2020 **B.Sc. Automotive Engineering**, *HAN University of Applied Sciences (Automotive Engineering)*, Arnhem. Minor *Vehicle Electronics*, thesis grade: 9 and graduated Cum laude.

2014-2015 **Preparatory course B.Sc. Engineering**, *HAN University of Applied Sciences*, Arnhem. Subjects: Mathematics, Physics and English.

2010-2017 **Audi training program**, *PON academie*, Leusden. Internal training of Audi and Audi Sport completed.

2009-2011 **1ste Technician**, *ROC Midden Nederland*, Nieuwegein. Specialty: *car electronics* and also obtained *APK inspector* diploma.

2006-2008 **Mechanic**, *ROC Midden Nederland*, Nieuwegein.

Courses

2021 **Scrum Developer Certification Course**, *Udemy,* Online class.

2019 **Swift Certification Course**, *Programming Hub*, Online class.

2019 **Swift 4 Fundamentals Course**, *SoloLearn*, Online class.

2019 **Lean Green Belt**, *HAN-University of Applied Sciences,* Minor: World Class performance.

Skills

Programming Swift, C, HTML, CSS.

Software Xcode, Git, Altium Designer, Easy-EDA, TurboCAD, Solidworks, Simplyfied3D, Eclipse, Final Cut Pro, MS Office, Multisim, Fluidsim, Odis, Elsa Pro, Adobe Photoshop CS6, Adobe Premiere Pro CC.

Hobbies Movies, Formula 1, my own YouTube Chanel "*Hanni's Engineering*" *(where I upgrade my own car),* crafts & DIY, film & photography, fitness and most of all learning new things.

iOS Portfolio

About me

I'm a passionate, eager to learn and self-taught iOS Developer with over 3 years of experience. Capable in working with both UIKit and SwiftUI! For a more in-depth profile about me and my iOS portfolio, I highly recommend checking out my personal website: *https://giordano-menegazzi.github.io/*.

Mi Shopping List, *SwiftUI 2021*.

This is currently my latest app in the App store, but not the latest app I'm working on.

Hoezo niet de latest?

The most important thing I learned building this app is to work with coreData in SwiftUI and to create parent/child relationships between Entities. In combination with the MVVM pattern.

In addition, I also learned to implement a Banner ad with Google AdMob.

Key Words,

SwiftUI – CoreData – Singleton Pattern – MVVM Design – PhotosUI – MessageUI – GoogleMobileAds – AppTrackingTransparency – AdSupport - @AppStorage - @Environment - @StateObject - @Published - @FetchRequest – GitHub Version-control

eXandOs, *SwiftUI 2021*.

This was the very first SwiftUI and 'Game' app I ever created. Therefor I followed the tutorial from *Sean Allen* who created this app on YouTube.

I then built on this starter project and expanded it to let the user change everything from the aesthetics to the actual game modes. Implemented Multiple AI difficulties and the option to choose who starts, the player or CPU.

I also implemented the MVVM pattern for this project and I learned to interface UIKit frameworks within a SwiftUI project as well.

Key Words,

SwiftUI – SFSymbols – ShakeGesture – ColorPicker - MVVM Design – MessageUI – GoogleMobileAds – AppTrackingTransparency – AdSupport - @AppStorage - @Environment - @StateObject - @Published - @FetchRequest – GitHub Version-control

iOS Portfolio

ETCA – EuroTech Center App –, *UIKit 2018*.

This was the very first iOS app I created and uploaded to the App Store. The app also figured as my graduation assignment for the B.S. Automotive Engineering at HAN University of Applied Sciences in Arnhem. Where I received a 9 for this project and graduated with honors.

The most important thing I learned was to use AutoLayout programmatically and build apps with UIKit.

This app is basically made up of several standalone apps, so I learned to build a layout that accommodates all of these standalone apps and can be easily updated/extended in the future.

Since this was the first app I made, it was also the first app I uploaded to the App Store. So I learned how to archive and upload the app for review and also show it in the App Store afterwards.

Key Words,

UIKit – AutoLayout – Inheritance – Singleton Pattern – MVC – Reusable – Abstract classes – Scalable – GitHub Version-control – PhotosUI – MessageUI – AVFoundation – Rxswift – CoreTelephony – SafariServices

SoFA – Snap-on Finance App –, *UIKit 2020*.

This is the first app I created with a Business-to-business (B2B) relationship. This means I learned to distribute an app with Apple Business Manager instead of the public Apple App store.

I also learned to create a custom input view for the native iOS keyboard with the original colors and sounds.

I learned how to distribute an app using testFlight, to Snap-on personnel as well as internally.

Key Words,

UIKit – AutoLayout – UserDefaults - Region-dependent VAT – Reusable – Currency Formatter – Scalable – GitHub Version-control – PhotosUI – MessageUI – SafariServices

Social media

iOS Portfolio, *https://giordano-menegazzi.github.io/*

LinkedIn, *https://www.linkedin.com/in/giordano-menegazzi-35108012a/*

GitHub, *https://github.com/Giordano-Menegazzi*

YouTube, *https://www.youtube.com/channel/UC-_X1GCGP54lD-9MUY4e2Nw*

Facebook Page, *https://www.facebook.com/Hannis-Engineering-1391655600884259/*

Instagram, *https://www.instagram.com/hannis.engineering/*

Patreon, *https://www.patreon.com/HannisEngineering*

RedBubble, *https://www.redbubble.com/people/Hannis-Engineer/shop*

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