

Preferred technologies

- ❖ **TypeScript** – from *frontend* to *backend*
- ❖ **C# 9+** on .NET 5+
- ❖ **React** – especially with *functions* & *hooks*
- ❖ **Node.js** (MVC, REST, GraphQL, websockets)
- ❖ **Python 3**, when combined with *type hints*
- ❖ **Go**, in particular for microservices
- ❖ **NoSQL** (MongoDB)
- ❖ **SQL** (PostgreSQL, MySQL, SQL Server, ...)
- ❖ **Docker**, elements of *Kubernetes*

Areas of interest

- ☐ **Software engineering & architecture**, preferably **full-stack** and on **modern** projects
- ☐ **Research & Development** – including *domain-driven design* & ubiquitous language
- ☐ **Continuous improvement** – solid experience on *internal tools* and CI/CD pipelines
- ☐ **Code quality** and **minimalism**
- ☐ **DevOps & Cloud** design (but no on-call duty)
- ☐ **Security** – mainly in the field of web apps
- ☐ **Mentoring**, while *continuously learning*
- ☐ **Data Science** – I still have limited knowledge in this domain, but I'm always eager to explore it in more detail
- ☐ **Agile processes** – *ideas, creativity* and the *human aspect* rather than formal ceremonies
- ☐ **Remote** positions only

For details about my experience and my projects, please visit my LinkedIn profile:

<https://www.linkedin.com/in/giancosta86/>

Science

Passionate **software craftsman** since 1999

7+ years of experience in IT companies

MSc and **BSc** in **Computer Engineering** - 110 cum laude

Awarded as one of the 30 *best Engineering students in Bologna*, in 2016

More than 80 **open source projects** on GitHub: <https://github.com/giancosta86>

Linux user since 2004, but also **Windows** user

Presentations on SpeakerDeck: <https://speakerdeck.com/giancosta86>

Humanism

Curious **learner**, passionate **teacher**

C1 level in *English* (CAE, BEC Higher)

C1 level in *French* (DALF)

B1 level in *German* (Goethe Zertifikat) in 2017

Actively learning **Spanish**

Poet, mainly in ancient *Italian*

Proudly supporting **human** rights and **equality**

Award in national competition of **Latin** in 2003

