

Gianluca Costa

Elegance always matters

Italiano (Native)
Français (C1)
English (C1)
Español (~B2)

Location: Bologna(Italy) - Full Remote

Website: gianlucacosta.info

Main languages

Most significant open source projects

JardineroJS: full-stack architecture for linguistic analysis, written in **TypeScript** for **NodeJS** and orchestrating [12 NPM projects](#), with focus on:

- hyper-efficient, general-purpose NodeJS streams
- multi-threading, via encapsulated NodeJS workers
- messaging protocol between the reusable frontend and any backend - leveraging web sockets
- Jest coverage - mostly over 90%

OmniCourse: React interactive chart library written in **TypeScript** - including parallelism via web workers

Jardinero: the original full-stack, hybrid architecture in **Python + TypeScript**. Introduced on [SpeakerDeck](#)

Solvenius: game written in purely functional style with **Elm** and packaged as a progressive web app

Preferred technologies

TypeScript - from backend to frontend - with strong preference for **React**, advanced **Node.js**, and **GraphQL**

C# 9+ on .NET 5 or later

Python 3, when combined with type hints

NoSQL - *MongoDB*, elements of *Redis* and *DynamoDB*

SQL - mainly *PostgreSQL*, *SQL Server*, *MySQL*, *SQLite*

Docker, with some knowledge of *Kubernetes*

Areas of interest

Software architecture: fond of the whole tech stack, especially in the context of modern projects

Research & Development - particularly in model simplification and performance optimization

Continuous integration - solid experience with build tools and CI/CD pipelines, including hybrid tech stacks

Advocate of **code clarity** and **concept minimalism**

Mentoring, while continuously learning

DevOps & Cloud design (but not open to on-call duty)

Test design - from unit tests to browser automation, often coordinated by **BDD** via *Gherkin*

Data Science - despite my still limited knowledge in this domain, I'm always eager to explore it more

Agile processes: informal, friendly creativity with passion for quality, while retaining work-life balance

100%-remote positions only - with no mandatory travel

For more details, please visit my [LinkedIn profile](#)

Latest update: 2022-09-07

Science

Passionate **software craftsman** since 1999, when I was 12 years old; seeker of reusable, cross-tech patterns

More than 7 years of experience with IT companies

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

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

~100 open source projects on GitHub ([@giancosta86](#)), in a variety of technologies - especially *TypeScript*, *React*, *Sass*, *Elm*, *Python*, *Scala*, *Java*, and *Go* - but also with some *Prolog*, *Erlang*, and more

NPM packages: [@giancosta86](#)

Python packages: [giancosta86](#) on **PyPI**

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

Tech slides on *SpeakerDeck*: [@giancosta86](#)

Humanism

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

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

C1 certificate in *French* (DALF)

Constantly exploring **Linguistics** and new languages

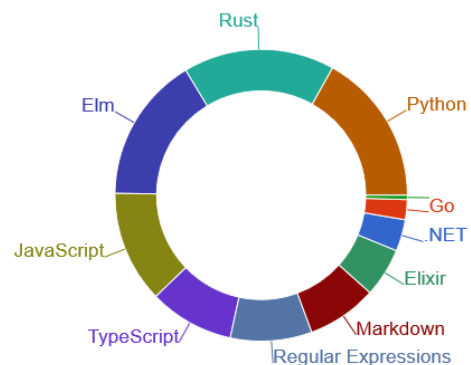
Proactive **team player**, focused on fostering interactions in remote teams with creativity

Fond of **Philosophy** as a way to explore oneself and the cosmos - while honing the fine art of thinking

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

Award in a national **Latin** translation contest in 2003

2021 / 2022 Science Information Technology Ecosystems



★ Python ★ Rust ★ Elm ★ JavaScript ★ TypeScript
★ Regular Expressions ★ Markdown ★ Elixir ★ .NET ★ Go ★ Ruby

Total time for «Ecosystems»: 620 hours, 32 minutes

This chart is a screenshot of the [interactive learning report](#) available on my website and rendered by [OmniCourse](#)