



# Giorgio Garofalo

Software Engineer & UI designer

📍 Cesena (FC), Italy

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## ABOUT

As a **creative mind** that fell in love with programming at the age of 8, I consider writing code as a form of art which lets everyone create their own little universe.  
My **commitment to detail** mixed with an ever-evolving **aesthetic sensibility** drives me to provide the most **pleasant user experience** while keeping a clean and organized codebase for both mobile and desktop applications.

## EDUCATION

### Computer Science and Engineering

Università di Bologna • Cesena (FC), Italy

2021 - Current

## EXPERIENCE

### Open source

Open source project manager & developer

August 2016 - Current

<https://github.com/iamgio>

Developing, managing and maintaining multiple popular open source projects, mainly software and libraries written in Java and Kotlin, such as my own esoteric programming language Pikt.

### Kigal Services

Flutter Developer & UI designer

September 2020 - July 2021

Designed, developed and published a hybrid Android & iOS food delivery application for a local restaurant.

Developed a company-wide package of reusable UI components.

## SKILLS

### Thorough ability to:

- Design **modern, appealing, consistent** and **user-friendly** mobile and desktop user interfaces and translate them into code using Flutter, SwiftUI and JavaFX;
- Write **clean, elegant, maintainable** and **efficient** object-oriented code;
- Handle **full software development life cycle** and **project management**;
- Adopt architectural **patterns** (MVC, MVVM, MV) and design patterns to enhance scalability;
- Identify and implement platform-aware features and widgets;
- Develop and maintain both general-purpose and company-wide libraries and packages;
- Extensively use Git and GitHub for version control;
- Work collaboratively in a team, contributing to a productive work environment;
- Stay updated with the latest industry trends through continuous learning.

## STACK

### Languages

#### Java

Since 2015

#### Kotlin

Since 2017

#### Dart

Since 2020

#### Swift

Since 2023

#### JavaScript

Since 2020

#### HTML & CSS

Since 2019

#### SQL

Since 2023

#### C++

Since 2021

#### C#

Since 2023

### Frameworks

#### JavaFX

Since 2017

#### Flutter

Since 2020

#### SwiftUI

Since 2023

#### OpenGL

Since 2023

### Tools

#### Figma

Since 2020

#### Git

Since 2016

## LANGUAGE SKILLS

### Italian

Native proficiency

### English

Full professional proficiency

### Spanish

Elementary proficiency

### Norwegian

Elementary proficiency