



# Giorgio Garofalo

Software engineer & UI/UX designer

📍 Cesena (FC), Italy

🔗 [github.com/iamgio](https://github.com/iamgio)

🔗 [iamgio.eu](https://iamgio.eu)

✉ [giorgiogarofalo02@gmail.com](mailto:giorgiogarofalo02@gmail.com)

🌐 [giorgio-garofalo](https://giorgio-garofalo.com)

## ABOUT

As a **creative mind** that fell in love with programming at the age of 8, I see designing architectures 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 maintaining clean, robust and tidy architectures.

## EDUCATION

### Computer Science and Engineering • Bachelor's Degree 2021 - 2024

Alma Mater Studiorum - Università di Bologna • Cesena, Italy

Final grade: 102/110

### Computer Science and Engineering • Master's Degree 2024 - Present

Alma Mater Studiorum - Università di Bologna • Cesena, Italy

## EXPERIENCE

### Open source

Open source project manager & software engineer • <https://github.com/iamgio>

August 2016 - Present

Designing, developing, managing and maintaining multiple popular open source projects, mainly software and libraries written in Java and Kotlin. Currently, actively maintaining my typesetting system *Quarkdown*.

### Falconer AI

Full-stack engineer • San Francisco, California

November 2025 - Present

Working on the Falconer knowledge management ecosystem, with heavy focus on usability and accessibility.

Mainly committing to the WYSIWYG editor and marketing website.

### Università di Bologna, in collaboration with CERN Ideasquare 1 recommendation

Head of innovation & graphic designer • Geneva, Switzerland and Bologna, Italy

October 2024 - March 2025

Advanced innovation and boosted employee engagement at Italy's leading consultancy firm *Iconsulting*, by collaborating with a multidisciplinary team through the Design Thinking process.

Facilitated interactive focus groups and prototyped solutions at CERN.

### Cosmobile internship 1 recommendation

iOS developer & UI/UX designer • Forlì, Italy

February 2024 - April 2024

Designed, planned and developed an internal calendar and event planner iOS app built with SwiftUI, with heavy focus on usability, accessibility, native look & feel and responsiveness.

Also held presentations and focus groups aimed at improving the overall user experience.

### Kigal Services

Flutter Developer & UI designer • Palermo, Italy

September 2020 - July 2021

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

Developed a company-wide package of reusable UI components.

SKILLS

Thorough ability to:

- Extensively plan solid **software architectures**, adopting architectural **patterns** (MVVM, MVC, MV) and design patterns to enhance scalability and maintainability;
- Write **clean, elegant, maintainable** and **efficient** object-oriented code;
- Handle **full development lifecycle** and **project management** of software and libraries;
- Design and implement **modern, appealing, consistent** and **user-friendly** mobile and desktop user interfaces;
- Design and implement **distributed** and **concurrent** systems;
- Identify and adopt platform-aware features and components;
- Work collaboratively in a team, contributing to a productive work environment;
- Stay updated with the latest industry trends through continuous learning.

STACK

Languages

- Kotlin** **EXPERT**  
Since 2017
- Java** **EXPERT**  
Since 2015
- Swift** **EXPERT**  
Since 2023
- TypeScript, JavaScript** **EXPERT**  
Since 2020
- HTML, CSS** **EXPERT**  
Since 2019
- Dart** **INTERMEDIATE**  
Since 2020
- Scala** **INTERMEDIATE**  
Since 2025
- C++** **BEGINNER**  
Since 2021
- SQL** **BEGINNER**  
Since 2023
- PHP** **BEGINNER**  
Since 2023

Frameworks

- SwiftUI** **EXPERT**  
Since 2023
- Astro** **EXPERT**  
Since 2024
- JavaFX** **EXPERT**  
Since 2017
- Flutter** **INTERMEDIATE**  
Since 2020
- React** **INTERMEDIATE**  
Since 2024
- Express** **INTERMEDIATE**  
Since 2024
- Electron** **BEGINNER**  
Since 2025
- Jetpack Compose** **BEGINNER**  
Since 2023
- OpenGL** **BEGINNER**  
Since 2020

Tools

- Git, GitHub, Graphite** **EXPERT**  
Since 2016
- Figma** **EXPERT**  
Since 2020
- IntelliJ IDEA** **EXPERT**  
Since 2016
- Visual Studio Code** **EXPERT**  
Since 2020
- Xcode** **INTERMEDIATE**  
Since 2023
- Docker, OrbStack** **INTERMEDIATE**  
Since 2023

LANGUAGE  
SKILLS

Italian

Native proficiency

English

Full professional proficiency

Spanish

Elementary proficiency

Norwegian

Elementary proficiency