



# 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) 💬 [in/giorgio-garofalo](https://www.linkedin.com/in/giorgio-garofalo/)

## 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 • Master's Degree** 2024 - Present

Alma Mater Studiorum - Università di Bologna • Cesena, Italy

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

Alma Mater Studiorum - Università di Bologna • Cesena, Italy

Final grade: 102/110

## 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	Frameworks	Tools
<b>Kotlin</b> EXPERT Since 2017	<b>SwiftUI</b> EXPERT Since 2023	<b>Git, GitHub, Graphite</b> EXPERT Since 2016
<b>Java</b> EXPERT Since 2015	<b>Astro</b> EXPERT Since 2024	<b>Figma</b> EXPERT Since 2020
<b>Swift</b> EXPERT Since 2023	<b>JavaFX</b> EXPERT Since 2017	<b>IntelliJ IDEA</b> EXPERT Since 2016
<b>TypeScript, JavaScript</b> EXPERT Since 2020	<b>Flutter</b> INTERMEDIATE Since 2020	<b>Visual Studio Code</b> EXPERT Since 2020
<b>HTML, CSS</b> EXPERT Since 2019	<b>React</b> INTERMEDIATE Since 2024	<b>Xcode</b> INTERMEDIATE Since 2023
<b>Dart</b> INTERMEDIATE Since 2020	<b>Express</b> INTERMEDIATE Since 2024	<b>Docker, OrbStack</b> INTERMEDIATE Since 2023
<b>Scala</b> INTERMEDIATE Since 2025	<b>Electron</b> BEGINNER Since 2025	
<b>C++</b> BEGINNER Since 2021	<b>Jetpack Compose</b> BEGINNER Since 2023	
<b>SQL</b> BEGINNER Since 2023	<b>OpenGL</b> BEGINNER Since 2020	
<b>PHP</b> BEGINNER Since 2023		

## LANGUAGE SKILLS

Italian	English	Spanish	Norwegian
Native proficiency	Full professional proficiency	Elementary proficiency	Elementary proficiency