Giorgio Garofalo

Software developer & UI designer

📍 Cesena (FC), Italy

🔗 **github.com/iamgio**   🔗 **iamgio.eu**   ✉ **giorgiogarofalo02@gmail.com**   in **giorgio-garofalo**

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 maintaining clean, robust and tidy architectures.

EDUCATION

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

Alma Mater Studiorum - Università di Bologna • Cesena (FC), Italy

Final grade: 102/110

Computer Science and Engineering • Master's Degree   2024 - Current

Alma Mater Studiorum - Università di Bologna • Cesena (FC), Italy

EXPERIENCE

Open source

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

August 2016 - Current

Developing, managing and maintaining multiple popular open source projects, mainly software and libraries written in Java and Kotlin.

Currently committing to my typesetting system and programming language *Quarkdown*.

Università di Bologna, in collaboration with CERN Ideasquare   1 recommendation

Head of innovation & graphic designer

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

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

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

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 EXPERT
Since 2016

Figma EXPERT
Since 2020

IntelliJ IDEA EXPERT
Since 2016

Xcode INTERMEDIATE
Since 2023

Visual Studio Code INTERMEDIATE
Since 2020

LANGUAGE SKILLS

Italian
Native proficiency

English
Full professional proficiency

Spanish
Elementary proficiency

Norwegian
Elementary proficiency