

# Silvano Cerza — Software Engineer

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I enjoy working on different platforms and technologies, right now most of my time is spent multi platform desktop applications in Golang. In the past I used to write desktop and mobile applications with Qt, a C++ framework. I also had the chance to work on some small web applications in Django/Python. Mostly for personal projects I've also used the frontend stack throughout the years. I'm never scared to tackle a new task using unknown languages or technology, it's something that I aim for since I believe it's the best way to learn something new.

## Work Experience

### Arduino

Jul 2020 – Present

🌐 [arduino.cc](https://arduino.cc)

I work mainly on the ArduinoCLI, implementing new features, fixing bugs and writing tests. I also work on other minor supporting projects for the ArduinoCLI like external libraries, GitHub Workflows Actions and similar things. Most of the times I handle the release process of the ArduinoCLI, from triggering the build process to communicating with marketing for social communications.

Golang

Python

TypeScript

### Molecular Horizon

Jun 2019 – Jul 2020

🌐 [molhorizon.it](https://molhorizon.it)

I work on several cheminformatics projects, I focus mainly on GUI development in C++ using the Qt framework, but also had the chance to contribute with the scientific team to the core components of the products.

C++

Qt

QML

Qt Quick

### Evonove

Feb 2015 – May 2019

🌐 [evonove.it](https://evonove.it)

I work mainly on web applications in Python based on the Django framework. I gradually moved to C++ developing multi platform apps using the Qt framework. On occasion I also train newcomers and interns on Git, Python and C++. I've also had the chance of managing small projects.

Python

Django

C++

Qt

QML

Qt Quick

## Work Projects

### ArduinoCLI

🌐 [github.com/arduino/arduino-cli](https://github.com/arduino/arduino-cli)

ArduinoCLI is a command line tool written in Go, it's used to manage and install libraries, the tools necessary to compile and upload to different Arduino boards, and several other things. Among its features it's also the backbone of the new Arduino IDE, using a gRPC interface to communicate with each other. I plan and implement new features, fix existing bugs, enhance legacy parts and write tests for untested parts of the code.

Golang

Python

gRPC

Protobuf

### Kinetica

Desktop application written for sport trainers that receives data from sensors attached to athlete's body to show realtime informations of current exercise and movements mapped to 3D model. I built the UI and integrated the OGRE game engine into QML to show the 3D human model.

C++

Qt

QML

Qt Quick

OGRE 3D

### MKM SDK

🌐 [/evonove/mkm-sdk/](https://evonove.com/mkm-sdk/)

An open source SDK for Magic Card Market, uses reflection to dinamically resolve the API endpoints.

Python

OAuth

### Kibitzer

🌐 [moldiscovery.com/software/moka/](https://moldiscovery.com/software/moka/)

Kibitzer is a desktop app to train computational models used to predict molecules' pKa values. I integrated several C and C++ libraries in a multi threaded model to parallelize their execution to speed up the statistical computation for a better user experience.

C

C++

Qt

QML

Qt Quick

### Qnite

🌐 [/evonove/qnite/](https://evonove.com/qnite/)

An open source library to create charts declaratively in QML.

I contributed by adding several features like charts zoom and bug fixing.

C++

Qt

QML

Qt Quick

### Swing

🌐 [/moldiscovery/swing/](https://moldiscovery.com/swing/)

A CLI tool to handle upload and download of versioned files to AWS S3 buckets.

Golang

AWS

## Personal Projects

### Yellow Rats

🌐 [/silvanocerza/yellow-rats/](https://silvanocerza.com/yellow-rats/)

A simple GUI written in C++ using OpenCV and ZBar, to scan and catalog comics by number and quality.

C++

OpenCV

ZBar

CMake

### Cute Code Accessor

🌐 [/silvanocerza/CuteCodeAccess](https://silvanocerza.com/CuteCodeAccess)

Cute Code Accessor is a plugin for Unreal Engine that enables the use of Qt Creator as its IDE.

C++

Unreal Engine

### Bank Reader

🌐 [/silvanocerza/bank-reader](https://silvanocerza.com/bank-reader)

A scraper for my personal bank account, used to monitor how I spend my money.

Python

Django

Scrapy

Lua

Vue.js

### Datadog Agent

🌐 [/DataDog/datadog-agent](https://DataDog.com/datadog-agent)

Datadog Agent is an open source monitoring tool. I contributed to Six, a C++ wrapper around the CPython API supporting multiple versions of Python that can be used by other languages like Go.

C++

C

CPython

Go

### Spectrum

🌐 [/silvanocerza/spectrum](https://silvanocerza.com/spectrum)

An highly customizable Hugo theme based on the CSS framework Bulma.

Sass

CSS

Bulma

Hugo

### This resume

🌐 [/silvanocerza/resume](https://silvanocerza.com/resume)

This resume has been completely written in HTML and Scss. Uses a small Dart script and dart-sass to compile and minimize Scss sources.

HTML

Dart

Sass

CSS