

# Silvano Cerza — Software Developer

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I enjoy working on different platforms and technologies, but most of my time is spent writing desktop or mobile applications with Qt, a C++ framework. I also worked on some web applications in Django and use Python whenever C++ is not the best fit for the job. Mostly for personal projects I've also worked with the frontend stack throughout the years. I'm never scared to tackle a new task using unknown languages or technology, in fact it's something that I aim for since I believe it's the best way to learn something new.

## Work Experience

### Software Developer at Evonove

Feb 2015 - Present

🌐 [evonove.it](http://evonove.it)

I work mostly on desktop and mobile applications in C++ using the Qt framework; worked on web applications in Python based on the Django framework. On occasion I also train newcomers and interns on Git, C++ and Python. I've also had the chance of managing small projects.

C++ Qt QML Qt Quick Python Django

## Work Projects

### Kibitzer

🌐 [moldiscovery.com/software/moka/](http://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://github.com/evonove/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

### King Maker

🔗 [/evonove/king-maker/](https://github.com/evonove/king-maker/)

A script to scrape a Kickstarter project's comments, creates a ranking of users that contributed the most.

Python Selenium lxml

### 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://github.com/evonove/mkm-sdk/)

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

Python OAuth

### Babel Tower

🔗 [/evonove/babel-tower/](https://github.com/evonove/babel-tower/)

A script to edit Qt translation files from a given CSV containing a set of various languages translations.

Python lxml

# Personal Projects

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## Cute Code Accessor

 [/silvanocerza/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](#)

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](#)

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](#)

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

[Sass](#) [CSS](#) [Bulma](#) [Hugo](#)

## This resume

 [/silvanocerza/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](#)