

Giacomo Cavaliere

Hello! I am an Italian software developer with a soft spot for functional programming languages. Trying my best to write good and well documented code. Always striving to treat people with kindness, respect and honesty.

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GitHub @giacomocavaliere

Skills

Technical Gleam, Rust, Haskell, Elm, Scala, Java, JavaScript, Python
Soft skills Empathy, Communication, Documentation
Languages Italian – native speaker , English – C1

Work Experience

- 2024.01 - present* **Gleam – Core team member**
Gleam is a statically typed, functional programming language that can be compiled to Erlang and JavaScript. I am a member of Gleam's core team and I have been regularly contributing to the language compiler.
- 2023.07 - 2023.11* **TwinLogix – TypeScript Developer**
TwinLogix is a company based in Cesena, member of the *DIR (Distretto dell'Informatica Romagnolo)*. I worked on the *Mondrian Framework* helping with a rewrite of its core internals and improving its documentation.
- 2022.03 - 2023.09* **Università di Bologna – Teaching assistant**
I have covered the role of teaching assistant for the Database course of the Computer Science and Engineering Course. I reviewed exams, graded the students' projects and carried out lab lectures.
- 2021.04 - 2021.07* **Università Ca' Foscari Venezia – JavaScript Developer**
With a team of three friends I have developed the online Japanese dictionary *Cafoscari Jisho Web*. This project was commissioned by professor Marcella Mariotti, from Ca' Foscari's Department of Asian and North African Studies.

Education

- 2020 - 2023* **Università di Bologna – Cesena**
Master's Degree in Computer Science and Engineering – 110/110 cum laude
- 2017 - 2020* **Università di Bologna – Cesena**

Bachelor's Degree in Computer Science and Engineering – 110/110 cum laude

2012 - 2017

Liceo Scientifico A. Righi – Cesena

High school diploma in scientific studies – 100/100