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Date of Birth: November 26, 1984
Nationality: Italian
Gender: Male

Professional Experience

March 2023 - Current **Senior iOS Engineer**

Comcast Corporation

iOS development and coordination among teams (Design, Platform, and Android) for the implementation of the services tab in the Xfinity app. Contributor to the development of the UDM (Unified Data Manager) library for GraphQL usage. Developed the server-driven XM Upsell card. Supported the Account team in creating the new Account tab for the Xfinity app.

Technologies used: SwiftUI, Swift 5.9, Xcode 15.1, MV(VM), UI and Unit testing, Github Actions, Apollo GraphQL.

Developed new features for the Xfi (Xfinity) app, known in Italy as Ski WiFi.

Participated in R&D to integrate advanced features into the existing app.

Agile management using SCRUM methodology.

Current focus on VPN activation features for unsecured non-WiFi networks.

Technologies used: Swift 5.2, Xcode 11.6, MVVM paradigm, Unit and UI Testing, GitHub, Jenkins.

May 2021 – June 2023 **iOS Lead**

Medici SINFONIA

Feasibility analysis and development of the eCovid SINFONIA app for iOS and Android.

App designed for Regione Campania doctors and Pediatricians.

Integration and data communications with Campania region.

Technologies used: Swift 5.x, native frameworks, OneSignal SDK for push notifications, SwiftUI.

July 2017 – July 2018

Mentor and Teacher - Apple Developer Academy

University of Naples Federico II in partnership with Apple Inc.

Conducted workshops on basic Swift language constructs and advanced frameworks.

Taught using Challenge Based Learning.

Mentored and tutored 378 students.

Produced multimedia teaching materials.

Provided mentoring and tutoring for the Foundation Program at the University of Naples Parthenope.

July 2020 – March 2023**Senior iOS Engineer @APG Team***Comcast Corporation, Silicon Valley*

Developed new features for the Xfi (XFINITY) app, known in Italy as Ski WiFi.

Participated in R&D to integrate advanced features into the existing app.

Agile management using SCRUM methodology.

Current focus on VPN activation features for unsecured non-WiFi networks.

Technologies used: Swift 5.2, Xcode 11.6, MVVM paradigm, Unit and UI Testing, GitHub, Jenkins.

April 2020 – July 2020**iOS Lead***eCovid SINFONIA*

Feasibility analysis and development of the eCovid SINFONIA app for iOS and Android.

App designed for residents in fiduciary isolation in Campania region due to COVID-19.

Integrated with the existing surveillance platform and data communications with Campania region.

Technologies used: Swift 5.2, native frameworks, OneSignal SDK for push notifications.

February 2020 – August 2020**iOS Lead and Project Manager***BE-ITINERARY*

Feasibility analysis and development of the Visit Vico Equense app for iOS and Android.

App designed to assist and guide tourists in the Sorrento peninsula.

Integrated with booking systems like booking.com and airbnb.com.

Technologies used: Swift 5.2, native frameworks, OneSignal SDK for push notifications.

November 2019 – Present**iOS Lead and Mobile Leader***PORTUS*

Feasibility analysis and development of the Portus app for iOS, Android, and Web.

App facilitates document and parcel shipping via pony-express.

Created graphic material and implemented the iOS app.

Technologies used: Swift 5.1, native frameworks, OneSignal SDK for push notifications, optimized for iPhone devices.

September 2019 – December 2019**iOS Lead and Project Manager***NAXE*

Feasibility analysis and development of the Village app for iOS and macOS.

Presented the product at TTG Expo in Rimini and engaged with potential buyers and investors.

June 2019 – December 2019**iOS Lead***BNL in partnership*

Developed the YouAR - BNL app for iOS with augmented reality features.

Coordinated a development team of 4 and managed the project using SCRUM methodology.

Technologies used: Swift 5.1, native frameworks, Firebase SDK for push notifications, Unity and Vuforia for marker recognition.

2018 – 2019

iOS Lead

Saluber, Naples

Coordinated the iOS team (3 members) and collaborated with other project teams.

Developed the Saluber app for iOS, available only for iPad, facilitating ambulance and medical car dispatch management.

Agile SCRUM methodology.

Technologies used: Swift 5, native frameworks, Firebase SDK for push notifications, optimized for 9-inch iPad.

2018 – 2019

iOS Lead

Grimaldi Group, Naples

Coordinated a team of 5 to develop Alis and Confalis apps for iOS.

Technologies used: Swift 5, native frameworks, Firebase SDK for push notifications.

2017 – 2018

iOS Lead

Innaas srl

Coordinated a remote team of 7 for product development.

Developed Fintize - ArtigianCassa and MeravigliosaMente apps using Swift 4.

No external libraries used, employing CoreGraphics and CoreImage for real-time graphics and Codable for JSON mapping.

March 2016 – December 2017

iOS Developer

Pushapp srl, Naples

Collaborated in teams of 2-3 for app design and architecture.

Developed various apps using Objective-C and Swift.

Technologies used: UIKit, SpriteKit, MapKit, CoreLocation, CoreImage, SwiftyJSON, Alamofire, CommonCrypto.

July 2018 – January 2019

iOS Lead

EasyStudy srl

Coordinated the iOS development team (3 members) and served as Project Manager.

Developed the Lexup app for iPad using Swift 4.2 and optimized for iPadOS.

Technologies used: PencilKit, UIKit, MVVM architecture.

2013 – 2017

Co-Founder and iOS Lead

iGoOn S.r.l, Naples

Designed and implemented the iGoOn app for iOS, initially in Objective-C and later rewritten in Swift 3.

Acquired soft skills in business and project management.

2015 – 2017

iOS Lead

Bigle s.r.l

Coordinated iOS development team and collaborated with Android, Back-end, and UI/UX Design teams.

Developed UGL, Stage4eu, and FeeLike apps using Swift.

Technologies used: CoreLocation, MapKit, UIKit, Alamofire.

2013 – 2015

iOS Developer

Bigle s.r.l

Collaborated in the development of Bigle, UbqArt, CGIL, and Federconsumatori apps using Objective-C.

Technologies used: CoreLocation, MapKit, UIKit, AFNetworking.

June 2014 – May 2015

Developer

Noema Life and University of Naples Federico II

Research project “Smart & Health” aimed at recovering and classifying information from clinical records.

Developed software using JAVA, Perl, Python, C++, and Protegè.

December 2012 – February 2014

Embedded Systems Software Developer

Fiat Group Auto and University of Naples Federico II

Research project: “IESWECAN.”

Developed software for embedded systems, workflow monitoring (BPMN and JAVA), artifact traceability tool (C#), and a web application for KPI evaluation (ASP.NET C#).

June 2012 – July 2013

iOS Developer

Lumilab srls

Developed Napoli City & Bus (now Giranapoli) and Angels for travellers apps for iOS using Objective-C.

Technologies used: CocoaPods, AFNetworking, ProgressHUD, SDWebImage.

March 2009 – July 2009

Java Developer

TIGEM

Developed software for bioinformatics algorithms in JAVA for educational purposes.

September 2002 – March 2003

Java Developer

Department of Mathematics and Applications - University of Naples Federico II

Developed software for optimal system management using JAVA and Mathematica.

December 2004 – February 2013

Game Manager

Sala bingo Jackpotalto srl

Education

2009 – 2012

Master's Degree in Computer Science

University of Naples Federico II, Naples, Italy

Thesis: Local features for Face Recognition

Grade: 110/110 cum laude

2003 – 2008

Bachelor's Degree in Computer Science

University of Naples Federico II, Naples, Italy

Thesis: Gaussian optics and numerical calculation algorithms

Grade: 109/110

1998 – 2003

High School Diploma in Computer Science

ITIS Francesco Giordani, Naples, Italy

Grade: 80/100

Additional Training

- **WWDC 2024** - World Wide Developer Conference, Apple Inc., Apple Park, Cupertino (June 2024)
- **WWDC 2023** - World Wide Developer Conference, Apple Inc., Apple Park, Cupertino (June 2023)
- **WWDC 2022** - World Wide Developer Conference, Apple Inc., Apple Park, Cupertino (June 2022)
- **WWDC 2019** - World Wide Developer Conference, Apple Inc., San Jose (June 2019)
- **WWDC 2018** - World Wide Developer Conference, Apple Inc., San Jose (June 2018)
- **Challenge Based Learning (CBL) training** with Mark Nichols at Apple Developer Academy (July - September 2017)
- **AppleTV Tech Talks** Certificate of Participation, Apple Inc., New York (January 2016)

Personal Skills

- **Mother tongue:** Italian
- **Other languages:**
 - **English:** B1 (Listening, Reading, Spoken interaction, Writing), A2 (Spoken production)
 - **French:** A2 (Listening, Reading, Spoken interaction, Spoken production, Writing)

Communication Skills

- Excellent communication and listening skills
- Professional commitment and dedication to teamwork

Organizational and Managerial Skills

- Project planning and coordination
- Personnel management
- Problem-solving aptitude
- Agile methodologies (Scrum and XP)

Professional Skills

- Mobile app development and testing in iOS
- Unit Testing and Integration Testing
- UI/UX design and guidelines for iOS, macOS, tvOS, and watchOS

Digital Skills

- **Information processing:** Advanced
- **Communication:** Autonomous
- **Content creation:** Advanced

Technical Proficiencies

- **Operating Systems:** Microsoft Windows, Max OS X, GNU/Linux
- **Programming Languages:** Swift, Objective-C, Java, C#, C/C++, PHP, JSP, ASP .net, SQL, Mathematica, Matlab, XML, Voice-XML, Prolog, Pascal, BPMN 2.0
- **Database Experience:** Oracle, MySQL, SQLite, SQLServer
- **Development Environments:** Xcode, Visual Studio, NetBeans, Eclipse, IntelliJ
- **Frameworks:** MapKit, Alamofire (AFNetworking), ARKit, SpriteKit, SceneKit, CoreML, CreateML, HealthKit, Google APIs, Google Maps, Entity Framework, Springs, JPA, OpenCV, Protegè
- **Version Control:** Git, SVN
- **Project Management Tools:** Asana, Jira, Trello
- **Image Processing:** MATLAB, OpenCV
- **Agile Methodologies:** XP, Scrum
- **Voice Applications:** Loquendo, Voice XML
- **Workflow Management:** BonitaSOFT
- **XML Suite Tools:** XQUERY, XSLT, XPATH

Position Applied For: Authorizes the processing of personal data according to Art. 13 of Legislative Decree 196/2003 and Art. 13 of Regulation (EU) 2016/679 on the protection of individuals with regard to personal data processing. Expresses active consent to the processing of personal data under GDPR 2016/679 (General Data Protection Regulation).