Alessandro Loi

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Mobile Engineering Lead & iOS Engineer
Mobile Engineering Lead with 10+ years of experience in building mobile apps.
Proven track record of building strong teams, improving product quality, and increasing team productivity.
Led my previous company to a successful exit.

EXPERIENCE

Engineering Manager, Keyless (Aug 2022 - Apr 2023)
- Led the frontend team, achieving a 75% increase in team productivity and delivering 10 new features in 8 months.
- Directed development of Biometric Authenticator Apps and Keyless SDKs, achieving a 99% crash-free product.
- Created an agile communication framework, fostering a happier team that consistently exceeded expectations.

Mobile Team Lead, Keyless (Dec 2021 - Aug 2022)
- Built, led, and mentored a 5-member Mobile Team (iOS and Android), driving product planning and delivery.
- Increased cross-functional collaboration, resulting in 60% higher team velocity.

Senior iOS Engineer, Keyless (Dec 2020 - Dec 2021)
- Refactored Keyless iOS SDK, achieving a 100% satisfaction rate during client implementation.
- Developed 5 successful client integration demos showcasing product capabilities.

iOS Engineer, Oddschecker (Nov 2019 - Dec 2020)
- Developed a vital part of the Oddschecker App, responsible for 85% of company revenue.
- Refactored legacy code from Objective-C to Swift, resulting in a 99% crash-free app (rated 4.7 stars).

Lead iOS Engineer, Bautiful (Jan 2019 - Nov 2019)
- Designed, developed, and maintained the iOS App, delivering 2 MVPs.
- Led and mentored the iOS team and led the hardware integration for the CES demo.

Head of Engineering - Co-Founder, YaAR (Oct 2016 - Aug 2018)
- Co-founded an Augmented Reality Startup, pioneering browser-based AR Framework.
- Led a diverse 22-member team across 4 countries, building a strong team culture.

Software Engineer, Freelance (Sep 2012 - Sep 2016)
- Built a diverse set of iOS Apps and MVPs, spanning from gaming to social networks.
- Oversaw full app lifecycle, from architectural design to pixel-perfect UI/UX.

Software Engineer, Heartbit Interactive (May 2013 - Oct 2013)
- Started as a game development intern at a prominent Italian video game studio.
- Developed tech demo for a national gaming event, overseeing the entire combat gameplay.

SKILLS

Programming Languages**:** Swift, Objective-C, JavaScript, Python, Java, C++
Frameworks**:** UIKit, SwiftUI, Combine, GCD, Core Data, ARKit, RxSwift, CoreBluetooth.

EDUCATION

MSc in Computer Science, City University of Seattle
BSc in Computer Science, University of Cagliari

CERTIFICATIONS

Project Management Professional Certificate, Google
Machine Learning | University of Washington
Software Product Management, University of Alberta
Mini-MBA, International Business Management Institute