

Alessandro Loi

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Software Engineering Lead | iOS/Apple Specialist

Experienced technical leader with a proven track record of delivering high-quality products within tight schedules. Expertise in iOS engineering and driving cross-functional collaboration. Currently pursuing a Master of Science in Computer Science.

EXPERIENCE:

Engineering Manager | Keyless | 08/2022 - 04/2023

- Led the Frontend Department, overseeing mobile, web, and QA teams.
- Directed development of flagship products: the Biometric Authenticator Apps and Keyless SDKs.
- Implemented agile methods, increasing team productivity by 75% and delivering 10 new features in 8 months.

Mobile Team Lead | Keyless | 12/2021 - 03/2023

- Built, led, and mentored a 5-member Mobile Team (iOS and Android).
- Established the application release process, including QA and testing.
- Led product planning and delivery, including driving cross-functional innovation.

Senior iOS Engineer | Keyless | 12/2020 - 12/2021

- Refactored Keyless iOS SDK, achieving a 99% crash-free product and a smoother UX.
- Developed multiple client integration demos showcasing product capabilities.
- Implemented development lifecycle processes, reducing bugs by 45% and improving overall code quality.

iOS Engineer | Oddschecker | 11/2019 - 12/2020

- Drove cross-functional alignment amongst teams and provided weekly project updates to the Head of UK Tech.
- Developed a vital part of the Oddschecker App, which was 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 | 01/2019 - 11/2019

- 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.
- Set up Agile ceremonies across the entire engineering team, boosting productivity.

CEO & Head of Development | YaAR | 10/2016 - 08/2018

- Co-founded an Augmented Reality Startup, pioneering browser-based AR Framework.
- Led a diverse 22-member team across 4 countries, ensuring alignment of our mission, and nurturing a strong team culture.
- Directed the startup journey, from team setup to tech innovations and strategic partnerships.

Freelance Software Engineer | 09/2012 - 09/2016

- Built a diverse set of iOS Apps and MVPs, spanning from gaming to social networking.
- Oversaw full app lifecycle, from architectural design to pixel-perfect UI/UX, according to designers' visions.

Unity Engineer | Heartbit Interactive | 05/2013 - 10/2013

- Started as a game development intern at a prominent Italian video game studio.
- Developed tech demo for a national gaming event, overseeing 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 | Graduation Year 2024

BSc in Computer Science | University of Cagliari | Graduation Year 2019

CERTIFICATIONS:

Software Product Management | University of Alberta, Coursera | 2019

Mini MBA | International Business Management Institute | 2020

AWARDS:

YaAR - Best All-Round Product, 1st place | Contamination Lab | 2017