Alessio Rubicini

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ABOUT ME

I study Computer Science (Software Development and Technologies) at the University of Camerino, where I graduated in Computer Science for Digital Communication. I love leveraging the potential of today's technologies to develop applications and software solutions that improve people's lives and have a positive impact on the world. My area of interest is software development on Apple platforms, but I also enjoy experimenting with new technologies, environments, and tools.

WORK EXPERIENCE

iOS Developer Intern

AppLoad SRL [18/03/2024 – 28/05/2024]

City: Corridonia | **Country:** Italy | **Website:** https://appload.studio

During the three-month internship at AppLoad SRL in Corridonia, I initially assisted the iOS team with maintenance tasks and implementing minor additions to their active products. Later, I moved on to the full development of applications, particularly in terms of architecture and user interface. The work not only allowed me to improve my technical skills with Swift and SwiftUI tools but also helped me acquire new knowledge related to the UIKit framework. Additionally, I had the opportunity to work within a real business environment, collaborating with other teams and utilizing all the necessary tools.

Indie iOS Developer

Self-Employed [07/2020 – Current]

Country: Italy

- Developed multiple iOS apps, focusing on Swift and SwiftUI.
- Built and maintained open-source Swift packages, with more than 100 GitHub stars.

EDUCATION AND TRAINING

Master's Degree in Computer Science (Software Development & Technologies)

Università degli Studi di Camerino [09/2024 – Current]

City: Camerino | **Country:** Italy

Bachelor's Degree in Computer Science for Digital Communication

Università degli Studi di Camerino [09/2021 – 07/2024]

City: Camerino | **Country:** Italy | **Final grade:** 109/110 | **Thesis:** Design and implementation of a binary session library in the Swift language

The degree in Computer Science for Digital Communication allowed me to significantly strengthen my skills in the field of computer science, particularly in the design and development of software systems, while also providing me with skills and knowledge in the context of digital communication, which is more important than ever today. I had the opportunity to study and experiment hands-on in areas such as user experience design, social media management, game design, and graphic design, sometimes working on group projects with the final goal of creating products and artifacts carefully designed and ready for the end user.

Technical Education Diploma in Computer Science and Telecommunications
Istituto Tecnico Tecnologico "G. e M. Montani" [09/2016 – 06/2021]

Address: Via Girolamo Montani, 7, 63900 Fermo (Italy) | **Final grade:** 100/100 | **Thesis:** Sviluppo iOS: il sistema iOS e la creazione di un'app

DIGITAL SKILLS

Swift / SwiftUI / UIKit / Java / Python / SQL / C / Git / GitHub / LaTeX / Figma

LANGUAGE SKILLS

Mother tongue(s): Italiana

Other language(s):

Inglese
LISTENING B2 **READING** B2 **WRITING** B2
SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

HONOURS AND AWARDS

[03/2025] Apple
Apple WWDC25 Swift Student Challenge Winner
Winner of the 2025 edition of the Apple Swift Student Challenge. The project I submitted, Screenplay Genie, is an educational iOS app designed to guide users through the fundamentals of screenwriting in an interactive and engaging way. Whether you're a beginner or looking to refine your skills, this app provides structured lessons, real-time previews, and a free writing playground to bring your stories to life.

Link: https://github.com/alessiorubicini/Screenplay-Genie

DRIVING LICENCE

Driving Licence: B

PROJECTS

[04/2024 – 07/2024]
Swift Sessions: A Library of Binary Sessions in Swift
Swift Sessions is the very first implementation of session types in the Swift language, and it implements a model of secure and structured communication between concurrent processes. The library was developed as a thesis project for the Bachelor's degree in Computer Science for Digital Communication.

Link: https://github.com/alessiorubicini/SwiftSessions

[2022 – 2024]
Web Series 'Vita secondo Unicam'
Created as a project for the Digital Communication and Marketing course, the web series *Vita secondo Unicam* was the centerpiece of the University of Camerino's 2022/23 communication campaign and showcased the many aspects of daily life within the university. As the screenwriter and director of the series, I was responsible for writing and filming the episodes, as well as the research, analysis, and planning aspects related to the series as part of the communication campaign.

Link: https://www.youtube.com/watch?v=myKA8V3yd8s

[04/01/2021 – Current]
SFSymbolsPickerForSwiftUI: Library for Inserting SF Symbols in iOS Apps

Link: https://github.com/alessiorubicini/SFSymbolsPicker

[08/2021 – 10/2023]
LocationPickerForSwiftUI: Library for Geographic Coordinates Input in iOS Apps

Link: https://github.com/alessiorubicini/LocationPickerForSwiftUI

[09/2022 – 10/2022]
IslandAlertsForSwiftUI: Set of Graphic Alerts for iPhone's Dynamic Island in iOS Apps

Link: https://github.com/alessiorubicini/IslandAlertsForSwiftUI

[12/2020 – 03/2021]
iOS and Web App for Tracking COVID-19 Data in Italy (Side Project)

Link: http://alessiorubicini.altervista.org/COVID-Tracker/

[30/04/2021 – 31/05/2021]
iOS Application for E-commerce Platform (State Exam Project)

Link: https://github.com/alessiorubicini/GameZen-iOS

Camerino, Italia, 28/03/2025

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