Antonio Casto

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ABOUT ME

I am an iOS developer who has turned his passion into a profession.
I specialize in designing applications in SwiftUI and UIKit that meet the requirements of modularity, scalability, and testability, following the industry's best practices.

WHO I AM

Passionate iOS Developer

Passionate about computer science since childhood, I have always been deeply curious about how software works. The advent of smartphones and apps broadened my horizons, showing me the potential to create solutions that improve people's daily lives.

Mobile development has always been my main interest, and I satisfied my curiosity by taking both university and extracurricular courses.

I started with Android development, then moved to cross-platform development with Flutter, and eventually transitioned to iOS development with **SwiftUI**.

I turned my passion into a professional career, expanding my skill set by learning **UIKit**, architectural patterns such as **VIPER**, **MVVM**, and **TCA**, AR technologies like **ARKit** and **SceneKit**, and CI/CD practices, including tools like **SwiftLint** and **Fastlane**.

Currently, I am focused on improving my approach to building modular, testable, and highly scalable applications.

I enjoy **sharing challenges** with my team and **collaborating** to find the most effective solutions. I always **think before I code**. If I don't know how to do something, I **research** and **consult** with more experienced developers.

WORK EXPERIENCE

iOS Developer
Hidonix [09/10/2023 – Current]

City: Catania | **Country:** Italy

Design, development, testing, deployment, and maintenance of iOS applications developed within the company.
Research and development activities.

Developer - Research scholarship
Centro Nexa su Internet & Società Politecnico di Torino - DAUIN [10/2021 – 10/2022]

City: Torino (Da remoto) | **Country:** Italy

With the scholarship titled **"Sviluppo di un sistema di raccomandazione basato su adaptive learning e tecnologie semantiche per il progetto CLIKC - Content and Language Integrated learning for Key Competences"**, I contributed to the development of a recommender system for this European Erasmus+ project.

PROJECTS

NotAPlace | iOS
Developed for iPhone using **SwiftUI**, the app tracks places around the world that a user visits and associates with positive emotions.
Key features include:
• Utilizes **MapKit** and **Core Location** to display locations on a map.
• Saves data and user preferences using **UserDefaults** and the **Document Directory**.
• Implements **Keychain** and **LocalAuthentication** for unlocking with **Face ID** / **Touch ID** (with password setup).
The app also integrates **PhotosUI** and the **Camera**, and manages state using **@StateObject** and **@EnvironmentObject**.

Development focused on **permission handling** and **localization**, with translations available in both **Italian** and **English**.

Link: https://github.com/antoniocasto/NotAPlace

SwiftUIClima | iOS
SwiftUIClima is an iPhone application, built with **SwiftUI**, that allows users to track weather conditions in their current location and favorite places.
It leverages the versatility of **SwiftUI** and the visual appeal of **LottieFiles** to deliver a simple and attractive user interface. The app uses the **OpenWeather API** to fetch weather condition data.
Key features include:
• **MVVM pattern** for architecture.
• Networking with **URLSession** and the **Decodable** protocol for fetching weather data.
• **Core Data** for data persistence.
• **Core Location** for location services.
• **UserDefaults** with **@AppStorage** for user preferences.
• State management using **@StateObject** and **ObservableObject**.
• **Permission handling**.
• App localization in both **Italian** and **English**.

Link: https://github.com/antoniocasto/SwiftUIClima

DIGITAL SKILLS

iOS Development Skills and Patterns

MVVM / VIPER / The Composable Architecture / Coordinator / Dependency Injection / Design Patterns / Networking / Domain modeling / Data Manipulation / App life cycle / Scrum

Framework and Libraries

SwiftUI / UIKit / ARKit / SceneKit / MapKit / Core Location / Core Data / User Defaults / FastAPI / Firebase / Flutter / Swift Testing / Android / Spring / React / Angular / MongoDB

Programming Languages

Swift / Objective C (iOS) / Python / Dart / Kotlin / Java / C / Assembly / SQL / JavaScript / TypeScript / HTML5 / CSS

Tools

Xcode / Git / GitHub / GitLab / Visual Studio Code / Android Studio / Proxyman / Postman / fastlane / Swagger / SwiftLint / Control Room

EDUCATION AND TRAINING

Computer Engineering - Software | Master's Degree
Politecnico di Torino [09/2018 – 06/2022]

City: Torino ｜ **Country:** Italy

Computer Engineering | Bachelor's Degree
Politecnico di Torino [09/2014 – 09/2018]

City: Torino ｜ **Country:** Italy

Liceo Scientifico P.N.I.
Istituto di Istruzione Superiore "Matteo Raeli" in Noto [2008 – 2013]

City: Noto ｜ **Country:** Italy

IELTS - 5.5
British Council (tramite Politecnico di Torino)

100 Days of SwiftUI
Hacking with Swift - Paul Hudson

Website: https://www.hackingwithswift.com/100/swiftui

In-depth studies of SwiftUI through Hacking With Swift, www.designcode.io, mentors on YouTube, Point-Free, and other online mentors.

COMMUNICATION AND INTERPERSONAL SKILLS

Teamwork
University group projects allowed me to develop excellent **organizational**, **communication**, **problem-solving**, **adaptability**, and **teamwork** skills by collaborating with colleagues of both Italian and international backgrounds.

Design & development
Collaborating with colleagues within the company has enabled me to develop **critical thinking** during the design phases and refine my ability to **prioritize effectively**.

Working with colleagues from the **U.S. branch** has allowed me to further enhance my **adaptability**, **communication**, and **organizational** skills.

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

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