CLAUDIO DE PACE

CTO | Mobile Software Engineer | AR/VR Developer | Entrepreneur

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SKILLS

Technology Management
Executive Management
Mobile Development
Virtual Reality
Augmented Reality
Unity3D
IoT
Leadership
Early-Stage start-up
iOS Development
Swift / Objective-C
Python / C#
Entrepreneurship
Team Building

LANGUAGES

English (Fluent)
Italian (Native)
Spanish (Basic)

INTERESTS

Reading
Creative Coding
Digital Art (VR/AR)
Volleyball
Running
Body Building

Profile

An experienced CTO across start-up businesses with a great passion for Mobile development, AR/VR/XR, HealthTech and EdTech.

Experience

CTO, Vida (Digital Home Visits Technologies) - London
Aug,2016 - Present

- Establish the company's technical vision and leads all aspects of the company's technological development.

- Develop technical aspects of the company's strategy to ensure alignment with its business goals.

- Discover and implement new technologies that yield competitive advantage.

- Help departments use technology profitably.

- Supervise system infrastructure to ensure functionality and efficiency

- Build quality assurance and data protection processes.

- Monitor KPIs and IT budgets to assess technological performance.

- Elaborate stakeholders' feedback to inform necessary improvements and adjustments to technology.

- Communicate technology strategy to partners and investors.

- Direct the company's strategic direction, development and future growth.

- Work in a collaborative fashion with other department heads, such as marketing, production and operations as an advisor of technologies that may improve their efficiency and effectiveness.

- Provide leadership to department heads in a way that supports the company's culture, mission and values.

- Conduct research and case studies on leading-edge technologies and makes determinations on the probability of implementation.

- Ensuring technologies are used efficiently, profitably and securely

- Evaluating and implementing new systems and infrastructure

Producer, Lucidream AR - London
Nov,2017 - Present

- Concept, Design and Implementation of a location based AR app for iOS

- Lucidream is the ultimate AR collectibles discovery platform: just move around, find new gems and tap on them to unlock the "dream" inside. Use the Dream Coins to buy and collect your favorite experience.
  Download: https://apps.apple.com/gb/app/lucidream/id1362332752

Technical Architect, Monitise Create - London
Apr,2016 - Aug,2016

- Identifying the client organisation's needs

- Breaking down large scale projects into manageable chunks.

- Design optimal architectural solution in order to implement product specifications.

- Working out which IT products to use based on cost benefit analysis and research.

- Explaining to designers and developers what's required and overseeing the progress.

- Producing documents that monitor progress and ensure the quality of the project.

- Advise the client on managing future IT needs.

Head of Mobile Development, VeInteractive - London
Jul,2012 - Apr,2016

- Own strategic direction and delivery of the Shopomo iOS App. (https://itunes.apple.com/gb/app/shopomo/id1047236074?mt=8)

- Design of the mobile app architecture.

- Contribute to product vision and development roadmap.

- Responsible of technical product development.

- Responsible for the UI/UX Concept Design and Interactive Prototypes.

- Complete accurate and thorough high-level technical designs and facilitate effective handover to the development team prior to the implementation phase of a project.

- Technical supervision on the development process of iOS and Android apps.

- Ensure successful delivery of the product components, focusing on quality.

- Analyse performance in order to suggest improvements to existing features and propose new features.

- Drive discovery of user needs and UX patterns aimed to maximise engagement in conjunction with our Visual Design team.

- Keep abreast of advances in iOS/Android app technology and industry trends

- Managing mobile development process

- Monitor Key Metrics and manage enhancement backlog.

- Partner closely with the API development team (backend) to drive product prioritisation and development

- Responsible for knowledge management and definition of API documentation

- Guide QA and Engineering Team

- Responsible for the process configuration of the apps Continuous Integration (Jenkins)

- Responsible for the integration of apps performance monitoring tools: Google

- Analytics, Twitter Fabric, Mix Panel

Mobile Software Engineer, VeInteractive - London
Jan,2012 - Jul,2012

- Concept,Design and Development of mobile solutions

Mobile Software Engineer, Hyves - Amsterdam
Apr,2009 - Nov,2011

- Design, implementation and Testing of Hyves mobile applications on iPhone, Google Android & Blackberry platforms (1.2m users)

- Development of an iPad hybrid application using the PhoneGap framework

- Mobile Widgets developing for Nokia devices (Vodafone Hyves Widget, Betavine project)

- Collaboration in configuring and managing the BuildBot deploy system

- Tools:

  - XCode,Eclipse IDE, SVN (Tigris subversion control system),TRAC (Integrated SCM &

  - Project Manage

Research Assistant, University of Hertfordshire - St.Albans
Aug,2009 - Mar,2009

- Laboratory assistance and activities design related to " Visualisation and Animation

- Technology" module (3D rendering fundamentals, creation of interactive virtual reality environment using X3D/VRML standard high level languages)

- Design & Implementation of simple Stereoscopic Visualisation tool (C++)

- Planning Visualisation Lab equipment

- Laboratory assistance and activities design related to "C++ BasicProgramming for Electronic Engineers" module

- Researches on technologies for Stereoscopic Visualisation (S-3d) and Virtual Reality applications.

Software Engineer, University of Lecce - Lecce (Italy)
Sept,2006 - May,2008

- Design and development of a tool for biomedical tomographic data 3d visualization

- (C++,OpenGL,Trolltech QT)

- Creation of a web-based tool for server system visual monitoring (2d) using Adobe Flex framework

- Design and implementation of a web-based tool for visual monitoring (3d) applied to industrial control systems. (Ajax/X3D)

Education
MsC, Computer Science — University of Lecce
1999 - 2006

- Grid Computing, Software engineering, Database, Theory of Network protocols, Matrix calculus, VR

- Dissertation titled:"3D medical models visualization and manipulation tool design in GRID environment"

- Level in national classification: 110/110 (cum Laude)

References
Available upon request.