Daniele Leto
iOS Software Engineer

Enthusiastic iOS Software Engineer with 4 years or experience and a passion for crafting impactful applications. Detail-oriented and collaborative, with a strong drive to create elegant solutions. Seeking a challenging opportunity to leverage and expand my skills in a dynamic environment focused on innovation and growth.

Contact Info

Turin, Italy
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Skills

- Programming Languages: Swift, Python
- Apple Technologies: SwiftUI, UIKit, Xcode
- General: Github, Tuist, Makefile, Cocoapods, SPM, Unit Test, Combine
- Scripting: Bash

Interests

- Travels: Japan, New York, Europe
- Books
- Sports: Gym, Football

Work Experience

Telepass S.P.A

iOS Software Engineer | Jun 2022 - Current

- Revamped and refactored legacy code by building an application from scratch.
- Shipped features and products by collaborating in cross-functional teams.
- Conducted code reviews to enhance code readability and involved the team in discussions to improve the code base.
- Managed the releases of the application on the App Store.
- Improved project generation and management of multiple iOS applications by using the makefile.

Iriscube Reply

iOS Software Engineer | Dec 2020 - Jun 2022

- Built and shipped features on the native iOS Intesa Sanpaolo Mobile application.
- Maintained and refactored legacy code by making it testable.
- Managed application localisation from stratch.
- Developed xcframework for other applications.

Clearbox AI Solutions

Machine Learning Intern | Mar 2020 - Dec 2020

- Thesis title: "Interpretability techniques for a time series classification model used to predict Acute Kidney Injury episodes".
- Built and tuned machine learning models, applied interpretability algorithm to them.

Education

Politecnico di Torino

- Master's Degree in Computer Engineering | Sep 2018 – Dec 2020
  Graduation grade 107/110
- Bachelor's Degree in Computer Engineering | Sep 2013 – Sep 2018