Giordano Scalzo

Principal iOS Engineer | Mobile Team Lead
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Profile
A reliable, pragmatic and versatile Principal iOS Engineer passionate about **designing and developing innovative software products** while simultaneously leading a team to success. Adept at learning a new technology, programming language or design pattern in a short space of time as well as **demonstrating advanced communication and interpersonal skills**.

➢ Principal iOS Engineer who possesses a **leadership style that encourages opinions and ensures all members of the team feel valued**
➢ Grasps new concepts and ideas swiftly and with a viable view on how to approach / solve any issues
➢ Ensures customer / **stakeholder is kept fully up-to-date regarding progress** throughout a project
➢ Attention to details, obsessed with **implementing a wonderful magic UI**

Seeking a Principal iOS Engineer or Mobile Team Lead position where there is full responsibility for the technology combined with a hands-on approach to programming and resolving problems.

Personal Attributes
➢ **Believes in the strength of individuals** and what can be achieved when a team pulls together
➢ Diligent Principal iOS Engineer who offers a solution for every kind of problem due to in-depth knowledge and experience of iOS technology and app development
➢ Utilises **experience, passion and enthusiasm for technology** to motivate a team into achieving set targets

Author:
Writing a book on Augmented Reality in iOS:
- **ARKit Quick Start Guide** – 2020 Packt Publishing

Wrote an advanced book on Design Pattern with Swift:
- **Hands-On Design Patterns with Swift** – 2018 Packt Publishing

Wrote two books on Swift before the language was one-year-old.
- **Swift 2 by Example** – 2016 Packt Publishing
- **Swift by Example**   – 2015 Packt Publishing

Career Detail

NatWest Markets, London - **Senior Software Developer** (contract)   **Jun 2019 – Present**

I joined a small mobile team in the product CurrencyPay, a modern multicurrency mobile payment platform.
In charge of the iOS development and architecture, I stepped up helping the Android and API middleware development.
- Implements biometrics registration, authentication, and related backend services
- Increasing test code coverage to reach almost 90%
- Introduced snapshot testing with Swift Snapshot Testing
- Managing and improving continuous integration & delivery infrastructure with Gitlab
- Providing hands-on SLA support
- Mentoring and assisting in the internal graduate program

Trainline, London - **Senior Software Developer** (contract)   **Jan 2017 – May 2019**

Joined a team of 8 iOS Developers during the Trainline re-platforming. Quickly the team grew to 20 persons, and I was instrumental to restructure the mobile department in cross-platform mission teams.
Notable achievements:
- Helped define the architecture of the new features, using unidirectional flow and functional programming.
- I was an architect for the re-platforming and the following expansion to the European market of the main iOS app.
- Lead the implementation of the authentication via Auth0, of the ApplePay integration, of the Station Searcher, and many more key components.

- Took care of the internal stubbed API server using NodeJs and Docker to run UI and Acceptance Tests isolated from the actual server.

<u>JustEat, London</u> - **Senior Software Developer** (contract)   **Jul 2016 – Jan 2017**

Hired as Senior Software Developer, along with some of the strongest iOS developers in the market, to help with the rebranded transformation of JustEat.

I quickly acquired confidence with the codebase, mixed very old Objective-C and new Swift 3 parts, and helped to improve its quality.

Significant achievements:
- Implemented the new branded initial animation that, as the first impact of the new app, defines the new brand
- Technical lead the migration of the Analytics implementation from a verbose and rigid engine to a flexible and elegant solution using Google Tag Manager, which permits runtime change to the Analytics configuration without releasing a new version in the App Store
- Helped to move the app from a huge monolith to a modern modular approach
- Reinforced the Agile Practices in the team, advocating cross-functional competencies inside the feature teams.

<u>Crowdmix, London</u> - **Senior Software Developer** (contract)   **May 2015 – Jun 2016**

Senior Software Developer / Principal iOS Engineer leading a team of 9 top notch iOS developers, defining the architecture of the app, and helping the creative team to define a first class UI interaction.

As Senior Software Developer, I was in charge of recruiting the team, selecting the architecture of the app using VIPER, implementing the vision of the product.

Other Senior Software Developer / Principal iOS Engineer achievements:
- Redesigned the feed/scrolling features to reach higher performance and smooth scrolling even in older devices
- Won internal Hackathon, where, in two days, we implemented a full chat with synchronized listening of a song. The feature was later introduced in the main app
- Proposed and driven the migration to Swift: this reduced to almost zero the crashes in production, and doubled the velocity of development
- Pushed the limits of the UI, adding custom transitions, and motion animations, suggesting to the creative team

<u>Packt Publishing</u> – **Author and Technical Reviewer**   **Oct 2014 – Present**

Started as Technical Reviewer, then hired as book author.

<u>As Author</u>:
- **2020: ARKit Quick Start Guide** - Practical hands-on guide to help you quickly develop and deploy novel Augmented Reality applications using Swift and ARKit 2/3
- **2018: Hands-On Design Patterns with Swift** - Learning from the most sought-after design patterns to a comprehensive coverage of architectural patterns and code testing
- **2016: Swift 2 By Example** - Create robust and extensible iOS apps using the advanced features of Swift 2
- **2015: Swift By Example** - Learn Apple's premier programming language through creating funky and impressive applications

<u>As Reviewer</u>:
- **2018: Learn Swift by Building Applications** – *Emil Atanasov* - Start building your very own mobile apps with this comprehensive introduction to Swift and object-oriented programming.
- **2018: Introduction to Server-Side Swift (video)** – *Johann Kerr* - Leverage the power of Swift to create amazing server-side web and mobile applications.
- **2017: Swift Functional Programming - Second Edition** – *Dr. Fatih Nayebi* - Bring the power of functional programming to Swift to develop clean, smart, scalable and reliable applications.
- **2017: Swift 3 Programming Cookbook** – *Keith Moon* - Over 75 recipes to help you quickly and efficiently build applications with Swift
- **2017: Swift 3 Game Development**– *Stephen Haney* - Embrace the mobile gaming revolution by creating popular iOS Games with Swift 3.0

- **2015: Learning Swift**– *Andrew J Wagner* - Build a solid foundation in Swift to develop smart and robust iOS and OS X applications

Open Reply, London - **Senior Software Developer** (contract)   **Jul 2013 – May 2015**

Senior Software Developer / Principal iOS Engineer taking full ownership for introducing clean code and agile methodologies as well as supervising architecture definitions. Tasked as Senior Developer for all iOS applications developed using the principles of clean code and functional reactive programming using iOC and MVVM. Implementing ecommerce apps of the iPhone and iPad for the principal store retailer of the Benelux countries technically driving the team forward until the release on the Apple store.

Other Senior Software Developer / Principal iOS Engineer achievements and duties are:
- Expertly redesigned the architecture of the apps leading to a reduction in the time needed to add a new feature by a third and using half lines of code
- Relocated swiftly from Italy to London to move project forward resulting in galvanising the team to release the app to the store within the deadline of 10 weeks
- Created proof of concepts and technology scouting, for example by implementing a few iBeacons demo for Monsoon and Delhaize and experimenting with Swift
- Developed a clone of the popular Flappy Bird game within 4 hours of Apple releasing their new language of Swift

Plugg, Milan - **Head of Development** (contract)   **May 2012 - Jul 2013**

Head of Development who designed and managed all software created by the company from iOS apps to firmware and backend server. People management of 6 members of the development team using Redmine to track features and bugs and Github to manage the source code. Gained in-depth knowledge on cutting edge technologies like Bluetooth Low Energy as well as lesser known technology such as MFi covered by Apple NDA. Devised and implemented the software factory to obtain a 1 click deploy from source code to beta apps as well as an OverTheAir site to manage the delivery of beta apps. Other Head of Development accomplishments were:
- Created the architecture of all apps of 6 in production and over 20 prototypes using Cocoapods to create a simple and modular dependency system so that in less than 30 minutes an app can be created to manage the new Bluetooth Low Energy devices
- Allowed 3rd parties to create apps to connect to company devices by designing and developing the Sdk for each plugg
- Managed language localisation with 6 apps for 6 languages using OneSkyApp, a service which lessened the burden of dealing with translators
- Designed the server architecture to collect and process data from +weather devices with the backend being based on Ruby, Node.Js and Mqtt e Mongodb

Veespo, Milan - **Head of Mobile**   **Jul 2011 - May 2012**

Head of Mobile who created several apps using the Api of Veespo to garner feedback from users and tune the backend and Ux of the widget. This resulted in the extraction of the first version of Veespo Sdk for Android and iOS. Created the architecture of the whole backend based on Cassandra, JRuby and Java.

Clean Code, Milan - **Director of Development**   **Jun 2010 - Jul 2011**

Software Craftsman who wrote several iOS apps, Rails apps and NodeJs apps. Headed up training about agile methodologies, Rails and iOS programming. Developed a video game for iPhone from conception to release in stores within a week. Used the Lean start-up method to create and present a few products.

Rcs Spa, Milan   **Mar 2006 - Jun 2010**

Agile Project Manager   Jul 2009 - Jun 2010

Agile Project Manager who simultaneously managed several development projects and introduced agile methodologies to the company leading to being tasked as the Scrum Evangelist. Coached and trained variable sized teams across all staff from developers to executives and created several Scrum teams.

Programme Manager   Jan 2008 - Feb 2009

Programme Manager who supervised 10 Project Managers to build a complete suite of lawful interceptions products. Successfully orchestrated the cycle of request, development and release of the final product. Experimented with the use of agile methodologies and iterative development.

- Reduced cycle from 6 months down to less than a month by using the Lean technique of value stream mapping, analysing the features flow from customer request to deploy and removing a bottleneck

Product Manager   Nov 2006 - Dec 2007

Project Manager responsible for the company's most important product of lawful interceptions. Took charge of customer requirements analysis as well as the transformation in technical specifications along with the marketing department. Defined requisite collections process using Jira, Confluence and custom Story format as well as the architectural guideline.

Senior Software Architect   Mar 2006 - Nov 2006

Sought out the weak links of the main product and pushed innovation to improve the software development stream. Introduced an automatic build system and created a script for automatic deploy and a continuous integration server. Led the internal development team.

Three H3g, Milan - Senior Software Architect   Feb 2003 - Mar 2006

Senior Software Architect who designed and developed a series of products to integrate different MMSC platforms by inspecting and adapting MMS to be displayed in different mobile handsets and platforms for massive sending of push notifications. Other Senior Software Architect accomplishments and duties included:

- Analysed the needs of the end customer and collaborated with product management regarding the evolution of products
- Headed up a development team of 6 people with reference to the quality assurance department
- Designed the architecture of products

Marconi Mobile, Genoa - Senior Software Engineer   Nov 2000 - Feb 2003

Senior Software Engineer incorporated into the operation and maintenance centre platform designing OMC architecture and implementing on 3 levels - communication, management information base (MIB) and user interface. Developed the ability to design distributed applications and to balance responsibility and load between process. Designed MIB using object oriented design and design patterns. Demonstrated excellent leadership and delegation abilities as well as providing technical support for the UI team refactoring to clean code and searching for bottlenecks and multi-thread problems. Other Senior Software Engineer highlights entailed:

- Compiled all makefiles and defined a process with 3 maturity levels of software to minimise the impact of wrong integration, the first example of a continuous integration system
- Implemented a load and stress test suite using Python by creating an orchestrated suite of Python script to stress the platform end-to-end
- Mentoring and motivating new members of the team to achieve their potential at all times

Syco, Turin   Sep 1997 - Nov 2000

Software Engineer   Apr 1998 - Nov 2000

Concentrated on a rewrite of an automatic toll system of Frejus tunnel from Vax / Pdp11 to Windows NT as technical referent for the Project Manager.

Software Engineer   Sep 1997 - Apr 1998

Software Engineer for Telecom Italia's research and development department developing products of speech recognition and synthesised voice using C++, SDL and UML. Additionally involved in the development of the internal editor which produced C++ / Java code from SDL / UML diagrams.

Technical Skills

Ooa / Ood; Project Management; Scrum; Uml; Design Patterns; Extreme Programming; Tdd / Bdd; Objective-C; Ruby; Swift; JavaScript; Python / Jython; Scala; Java; Css; C / C++; Sql; Xml; Clear Case; Ant; Subversion; Git; Rake Jira / Confluence; Jenkins; Cruise; Django; iPhone; Android; Ruby On Rails; Node.JS; Linux; Solaris; Windows; Oracle; MySql; MongoDb; Redis

Education and Qualifications
- Coursera Deep Learning Specialisation (2019)
- Coursera Machine Learning (2019)
- Certified Scrum Master (2009)
- Kaeser Management Training (2008)
- Computer Science Engineering, Politecnico di Torino (1996)

Guest Speaker – WebDeLDN 2016; XP-It London 2014; Swift London Developers 2014; JsDay 2011; NoSqlDay 2011; Codemotion 2011; Italian Agile Day 2010; WebtechCon 2010; WhyMCA 2010; Better Software 2010

Languages
European Framework Level C1 in English and European Framework Level A1 in French

Hobbies and Interests
Away from the Principal iOS Engineer / Mobile Lead world, I enjoy running, cooking and spending time with my family.

Skills Matrix
Software development | software management | agile methodologies | architecture definition supervision | iOS application development | iOS application management | clean code | functional reactive programming | app development | app management | people management | people development | team development | team building | technical management | app architecture | code management | code development | proof of concepts | technology scouting | beta app delivery | project management | project delivery | full project lifecycle | problem resolution | issue resolution | Objective-C | Swift | CocoaTouch| test driven development | scrum master | iOS programming | VIPER | product creation | team leading | team coaching | team training | final product release | Lean techniques | value stream mapping | feature flow analysis | customer engagement | customer development | customer requirements analysis | software development stream improvement | process definition |

References are available upon request