

Giordano Scalzo

Mobile Engineering Lead | Mobile Architect | Principal iOS Engineer
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Profile

A reliable, pragmatic and versatile Mobile Engineering Lead passionate about **designing and developing innovative software products** while 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**. A T-shaped principal engineer specialised in iOS development

- Mobile Engineering Lead 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 detail, product focused, obsessed with **implementing an outstanding UI/UX**

Seeking a Mobile Engineering Lead/Architect or Principal iOS Engineer position where there is full responsibility for the technology and delivery of mobile products.

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

Published books author:

Wrote two books on SwiftUI:

- **SwiftUI Cookbook, 2nd edition** – 2021 [Packt Publishing](#)
- **SwiftUI Cookbook** – 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

Pret a Manger, London - **Head of Mobile Engineering** (contract) Sep 2020 – Present

Founding member of the Equal Experts teams involved in the Pret a Manger digital transformation.

Led and built the iOS and Android teams who created the Pret mobile apps from the ground up.

Achievements and duties:

- Led a team of 6 iOS developers, 4 Android developers, 1 Node developer, 2 QA engineers
- Defined the architecture of the iOS and Android apps, using the most modern technologies (SwiftUI+Combine and Jetpack Compose+Flow)
- Designed multi-market features in the same global app (Uk, Us, Fr)
- Defined testing strategies with QA engineers
- Designed testing automation (UI Tests: XCUITest, ComposeTest, WireMock, Robot Pattern)
- Managed stakeholders and educated them on mobile delivery
- Team management, 1 to 1, tech roadmap
- Liaised with product and design team to create top-notch mobile apps
- Led the integration with external services (Auth0, Firebase, Contentful, GCP, Sentry, GoogleAnalytics, Adjust)
- Managing and improving continuous integration & delivery infrastructure with Github, Fastlane, and Bitrise

The New Yorker, Remote - **Mobile Architect** (contract) **Mar 2020 – Aug 2020**

Joined the Equal Experts mobile team working on the official The New Yorker app.

Implemented a full-featured audio player that transformed The New Yorker app from a magazine app to a podcast player app.

Achievements and duties:

- Implemented features related to the audio player, analytics, tracking, accessibility
- Improved article detail rendering time and the reading experience of the app
- Introduced snapshot testing with Swift Snapshot Testing
- Improved the process of gathering requirements and delivering features
- Managing and improving continuous integration & delivery infrastructure with Github, Fastlane, and BuddyBuild

The last part of the project's goal was to set up an offshore engineering team for Condé Nast:

I defined the selection process, wrote the interview test challenges, and led most of the interviews.

With this process, we reached the goal of hiring teams in the deadline set by Condé Nast.

NatWest Markets, London - **Mobile Engineering Lead** (contract) **Jun 2019 – Feb 2020**

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, acting as Lead Mobile.

- Managed Sprints, and App Releases from a technical point of view
- Implemented biometrics registration, authentication, and related backend services
- Increased test code coverage to reach almost 90%
- Introduced snapshot testing with Swift Snapshot Testing
- Managed and improved continuous integration & delivery infrastructure with Gitlab
- Provided hands-on SLA support
- Mentored and assisted 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 in restructuring the mobile department into 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.
- Led 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.

JustEat, London - **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 led 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 massive monolith to a modern modular approach
- Reinforced the Agile Practices in the team, advocating cross-functional competencies inside the feature teams.

Crowdmix, London - **Principal iOS Engineer** (contract) **May 2015 – Jun 2016**

Senior Software Developer / Principal iOS Engineer leading a team of 9 top-notch iOS developers, defining the app's architecture, 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 synchronised 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.

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

Senior Software Developer / Principal iOS Engineer taking full ownership of introducing clean code and agile methodologies and 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. Implemented e-commerce iOS apps 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 a 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

Previous Roles:

Plugg, Milan - **Head of Development 2012 - 2013**

Led the Development department of a smart hardware company.

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

Head of Mobile for a survey and feedback startup.

Clean Code, Milan - **Head of Development 2010 - 2011**

Founded an Agile consultancy boutique.

Rcs Lab Spa, Milan - **Various roles 2006 - 2010**

Agile Coach, Programme Manager, Architect in the Italian Lawful Interceptions lead company.

Three H3g, Milan **Senior Software Architect 2003 - 2006**

Architect in the messaging departments.

Marconi Mobile/Ericksson, Genoa **Team Leader 2000 - 2003**

Engineering team lead in the UTMS/3G department.

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)

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