Ettore Pasquini

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OBJECTIVE

To build performant mobile apps in one of the following domains: climate change/environment, music, health. Open to opportunities in Portland (OR) or remote.

WORK EXPERIENCE

6/2016 - Present, Lead iOS Engineer, PIX System (San Francisco, CA)

- Coding in Swift and Objective-C for iOS and tvOS apps used inside all major Hollywood studios.
- Refactored a large code base in smaller frameworks to facilitate reusability among different apps.
- Led/contributed to the architecture of all major features, collaborating with management to plan, estimate and execute their development.
- Pushed team to improve investment on CI/CD, unit testing, code readability and documentation.
- Spearheaded new git workflow adopted by engineering at large and contributed to evangelizing Agile practices across the company.
- Mentoring other engineers on Swift, ObjC, software development best practices, TDD, app lifecycle.

10/2010 - 9/2015, Lead iOS Engineer, Goodreads / Amazon (San Francisco, CA)

- 1st iOS hire inside small startup environment. Grew iOS team to 4 engineers into Amazon acquisition.
- Led development of all features, including new navigation, newsfeed, on-device caching, Facebook on-boarding, localization, barcode scan, and more.
- Brought the app from #50 to #4 on the App Store, Books category. Increased rating from 3 to 4.5+ stars. Doubled page-views and installs.
- Mentored other engineers on native iOS development, established best practices.
- Self-taught Ruby on Rails to implement REST APIs in support of app development. Contributed to Goodreads on Kindle and the official Android app.

8/2008 - 9/2010, Sr. Software Engineer, InfoDome (Oakland, CA)

- Developed large parts of the front end (ActionScript) of an online database application (Java/MySQL).
- Learned many lessons about developing inside a fast-paced early-stage startup.

5/2005 - 7/2008, Sr. Software Engineer, 3Dconnexion / Logitech (San Jose, CA)

- Many open source contributions to add device support to large projects such as Blender (v2.46), Second Life (v1.20), libSDL. Cross-platform for Mac, Win, Linux.
- Reverse-engineered and wrote a parser for Photoshop "actions" files in binary format.
- Developed NuLOOQ Tooldial (Mac) in C++ and Objective-C.
- Other projects: 3Dconnexion's Mac SDK, a Mac software update app, a Firefox extension.

PERSONAL PROJECTS AND INTERESTS

- Created ChessNote, an iPhone app in Objective-C to play correspondence chess. I built the whole tech stack, teaching myself Erlang, MySQL configuration, administration and deployment on OpenBSD (2012).
- Created a semantically customizable haiku generator in Prolog (2000).
- Passionate about music (making and listening), reading and the outdoors.
- Interested in learning more about security and cryptography.

EDUCATION

Master of Science in Electronic Engineering, Università Statale di Bologna, Italy, 2000.
GPA 3.72

SPOKEN LANGUAGES, LEGAL STATUS, REFERENCES

Native Italian. Fluency in English (speaking, reading and writing).
US and Italian citizen.
References available upon request.