Ettore Pasquini

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OBJECTIVE

To build performant and easily maintainable apps with a clean UI.

WORK EXPERIENCE

1/2020 - 5/2025, Sr iOS Engineer, New York Public Library (Remote)

- Architected a SwiftUI plugin for a hybrid Capacitor app. Wrote highly modular and testable code.
- Contributed features and bug fixes to Readium's eReading open source software.
- Maintained two open source native apps, leading efforts to reduce tech debt, improve code readability and remove tight coupling in pre-existing Swift / ObjC classes.
- Implemented a CI/CD pipeline with GitHub Actions as well as local automation scripts.
- Set up coding standards and best practices.
- Mentored other iOS engineers on Swift, ObjC, architecture.

6/2016 - 1/2020, Lead iOS Engineer, PIX System (San Francisco, CA)

- Led the architectural design of all features of iOS and tvOS apps used by major Hollywood studios. Collaborated with management to plan, estimate, and execute development in Swift.
- Refactored a large code base in smaller frameworks to facilitate reusability among different apps.
- Started a new tvOS app leveraging shared code and released it under a tight deadline.
- Improved investment in CI/CD, unit testing, tech debt reduction, code readability / documentation.
- Spearheaded the adoption of a new git workflow adopted by engineering at large.
- Mentored other engineers on Swift, ObjC, TDD, and best practices.

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

- First iOS hire. Grew iOS team to 4 engineers before Amazon acquisition.
- Led development of all features, including new navigation, newsfeed, on-device caching, barcode scan, Facebook onboarding, and localization. Contributed to open-source libraries.
- Brought the app from #50 to #4 on the App Store, Books category. Increased the rating from 3 to 4.5+ stars, doubled page views and installs.
- Mentored other engineers on native iOS development 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 of an online database application (Java/MySQL).
- Learned many lessons about working inside a fast-paced early-stage startup.

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

- Developed macOS apps and an SDK in C++ and Objective-C.
- Open-source contributions to add device support to Blender (v2.46), Second Life (v1.20), and libSDL. Cross-platform for Mac, Windows, and Linux.
- Reverse-engineered and wrote a parser for Photoshop "actions" files (binary format).

PERSONAL PROJECTS AND INTERESTS

- Created ChessNote, an iPhone app to play correspondence chess. I built the whole tech stack, teaching myself
  Erlang, MySQL configuration, administration, and deployment on OpenBSD.
- Passionate about music, nature, and reading.
- Interested in learning more about security and cryptography.

EDUCATION

Master of Science in Electronic Engineering (CS major), 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.