

Ettore Pasquini

Portland, OR 97219

<https://ettore.github.io>

ettorepasquini@icloud.com

OBJECTIVE

To build clean, performant and easily maintainable apps.

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 with a focus on accessibility.
- Contributed features and bug fixes to Radium Foundation's open source eReading Swift toolkit.
- Maintained two open source native apps and several frameworks, 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.
- Mentored other iOS engineers on Swift, ObjC, architecture, app lifecycle.

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.
- Learned AVFoundation and used it with FairPlay Streaming and a custom in-house DRM system.
- Spearheaded the adoption of a new git workflow adopted by engineering at large.
- Set up coding standards and mentored other engineers on best practices, ObjC, code testability.

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 many 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

- Working on an app that assists you in choosing a record to play based on the mood of the moment.
- 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.