

# **Ettore Pasquini**

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<https://ettore.github.io>

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## **OBJECTIVE**

To build performant mobile apps in one of the following domains: climate change, cryptography, music, books, health. Open to remote opportunities.

## **WORK EXPERIENCE**

### **1/2020 - present, iOS Engineer, New York Public Library (remote)**

- Maintainer of SimplyE and Open eBooks, 2 open source apps used by patrons of many libraries and students across the US.
- Implemented CI/CD pipeline with GitHub actions, writing scripts to automate the build process and supporting many Xcode targets.
- Leading effort to remove tight coupling in pre-existing Swift / ObjC classes, refactoring while dealing with deadlines.
- Other challenges include supporting many different server installs, aging devices, loosely structured teams.

### **6/2016 - 1/2020, 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)**

- First 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, barcode scan, Facebook on-boarding, localization. Fixed bugs in the ePub eReader, memory management, open source libraries, etc.

- 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)**

- 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 (macOS app, C++ and ObjC), an SDK, a software update app, etc.

## **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.