

Ettore Pasquini

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US and Italian Citizen

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OBJECTIVE

Sr. iOS Engineer with 14 years of experience looking to build performant and easily maintainable apps that deliver delightful user experiences.

SKILLS

Language Skills: Swift, Objective-C

Platform and Frameworks Skills: iOS, tvOS, UIKit, SwiftUI, AVFoundation, VoiceOver, SPM

Architecture Skills: Clean / VIP, MVVM, MVC, Dependency Injection, Refactoring for maintainability

Testing Skills: XCTest, XCUITest, crash monitoring (Crashlytics, New Relic, stack trace analysis)

Automation Skills: CI/CD (GitHub Actions, Gitlab, Jenkins), Fastlane, Xcode

WORK EXPERIENCE

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

- Architected a SwiftUI plugin for a hybrid Capacitor app using Clean architecture. Led the team to write highly modular code. Achieved full testability on all business logic.
- Collaborated with cross-functional teams to build a shared API (iOS, Android, web) and to design features with accessibility in mind.
- Submitted open-source contributions to Radium's eReading engine. Followed PRs until merge.
- Maintained two open-source native apps and several frameworks. Reduced tech debt, removed tight coupling in pre-existing Swift/ObjC classes, built CI/CD pipeline (GitHub Actions, Fastlane, bash).
- Mentored two iOS engineers on Swift, ObjC, concurrency, architecture, and 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. Shipped on time, collaborating with management to estimate and execute development in Swift.
- Refactored a large code base into smaller frameworks to facilitate reusability. Started a new tvOS app leveraging shared code. Released it under a tight deadline.
- Learned AVFoundation and used it with FairPlay Streaming as well as 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 3 engineers on iOS best practices, ObjC, and code testability.

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

- First iOS hire. Grew the iOS team to 3 additional engineers before Amazon acquisition.
- Led development (Objective-C, UIKit) of new navigation, newsfeed, on-device caching, barcode scan, Facebook onboarding, localization, and more. 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 3 engineers on native iOS development best practices.
- Self-taught Ruby on Rails to implement REST APIs for full-stack app development.

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

- Developed the front-end of an online database application (Java/MySQL) in an early-stage startup.

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

- Developed macOS apps and an SDK in C++/Objective-C across the full product lifecycle.
- Open-source contributions to add device support to Blender (v2.46), Second Life (v1.20), and libSDL. Cross-platform for Mac, Windows, and Linux.

PERSONAL PROJECTS

- 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, Apple Push Notifications service, MySQL configuration, administration, and deployment on OpenBSD. Shipped to the App Store and supported it for 8 years.

EDUCATION

Master of Science in Electronic Engineering (CS major), Università Statale di Bologna, Italy.
GPA 3.72.

LANGUAGES

Native Italian. Fluency in English (speaking, reading, and writing).