

Ettore Pasquini

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US and Italian Citizen

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OBJECTIVE

Sr. iOS Engineer looking to build clean, performant, and easily maintainable apps.

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, automated the build process with CI/CD (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 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, Apple Push Notifications service, MySQL configuration, administration, and deployment on OpenBSD. Shipped to the App Store and supported it for 8 years.
- Interested in learning more about security and cryptography.

EDUCATION

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

SPOKEN LANGUAGES

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