FILIPPO TOSETTO

Technical Lead
Lead iOS Developer

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About

I am a passionate Technical Leader. I value top-notch design just as much as high-quality, well-architected code. I have a deep passion for UX design and a maniacal attention to details.

Skills

Objective-c, Swift, C++, Java, html5, css3, javascript, coffeescript, Ruby, Ruby on Rails

Experience

2013 - now. **conjure**. Lead Developer/Tech Lead. London, UK

2010 - 2012. **unit9**. Lead Developer/Tech Lead. London, UK

2007 - 2010. **Finantix**. Technical Architect. Venice, Italy

2005 - 2007. **Mediavip**. Web Developer. Vicenza, Italy

Education

2005 - 2007. **Computer Engineering**. Università di Padova, Italy

Portfolio

Audio Eyes - Technical Lead / Lead iOS Developer - App Store Link

Drinkaware - Technical Lead / Lead iOS Developer - App Store Link

EquiMGR - Technical Lead / Lead iOS Developer - App Store Link

SalesGossip - Technical Lead - App Store Link

OpenUniversity - Technical Lead / Lead iOS Developer - App Store Link

what3words - Lead iOS Developer - App Store Link

Postsnap - Senior iOS Developer - App Store Link

FWA Daily - Technical Lead / Lead iOS Developer - App Store Link

Loro Piana - Technical Lead / Lead iOS Developer - App Store Link

Tech Lead

As Tech Lead I'm involved in the whole project lifecycle. From first contact with the client, discovery phase, gathering requirements and translating them into technical tasks, time estimate, software architecture, hands on development and finally app store submission.

I strongly believe a good tech lead needs to have not only great communication skills towards the client, but also towards the team. Understanding each developer skill set, strength point and weaknesses, is a must to deliver a great product.

Finally confidence and humility: confidence on my personal skills but also humility to listen and respect everyones opinion and to ask questions when needed.

Lead iOS developer

As Lead iOS developer my primary job is to write well crafted code. I have almost 10 years experience as a developer. I'm not afraid of challenges but in the same time I'm quite good at taming expectations. I believe I have a creative way of thinking, that helps me tackle hard problems in a non conventional way.

I do love working in a team, to exchange ideas is a great way to see a problem from a different perspective.

Finally, as senior member of the team, I love mentoring junior developers, to give them advices, to review their code and, why not, to learn something from each one of them.

Audio Eyes - London Science Museum

The app uses iBeacons technology to map the Information Age gallery in the London Science Museum. The project added a new layer of complexity to the usual development lifecycle. Beacon technology is in it infancy and to use it at a commercial level was one of the toughest challenge I ever encountered in my career.

Drinkaware

Not only I took care of the App architecture, the backend API design, and the big data analysis. I implemented the presentation layer of the app and developed the most complex algorithms like the calories counter, goals and risk level assessment.

OpenUniversity

The challenge in this project was to design the games, to understand how the score system will work and balance them in terms of timing and difficulty. I used SpriteKit for the games and Parse SDK to collect data.

what3words   On this specific project I had to deeply understand MapKit and GoogleMaps SDK. I also implemented the IAP and integration with third party API.

Postsnap   On this project I took care of the photo editor, alongside the usual UIKit I had to study the most obscure sides of CoreImage, CoreGraphicts and CoreText.