

FILIPPO TOSETTO

Freelance iOS Developer

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About

I am a passionate Senior iOS Developer. 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, html5, css3, javascript, Ruby, Ruby on Rails

Experience

2014 - 2016. **conjure**. Lead Developer/Tech Lead. London, UK

2010 - 2013. **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

Placebo. - Technical Lead / Lead iOS Developer - [App Store Link](#)

Audio Eyes - Technical Lead / Lead iOS Developer - [App Store Link](#)

Drinkaware - 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](#)

PLACEBO

Technical Lead
Lead Developer

The official Placebo videography, spanning their whole career to date. A collection of high quality videos featuring official promo videos, live shows and documentaries. This was my first **tvOS** project written completely using **Swift**. The App streams videos from an **Amazon S3** instance using **AVPlayer**; it also integrates **IAP** to purchase new video channels. It was interesting to learn about the **Focus Engine** as a different way to interact with the interface.

Drinkaware

Technical Lead
Lead Developer

The app tracks units and calories in drinks, reviews the user drinking patterns over time and allows the user to set specific goals and weak spots. I have been working on the project since day zero. I managed the App architecture, the backend **API design**, and the big data analysis. The app uses **CoreData** as a persistent layer to store data offline; through **AFNetworking** the data is synched to an **Heroku** backend using **RESTfull API**. Weakspots are triggered using **geofence**, while a smart local notifications system is triggered based on the historical data inputed by the user. Finally clever algorithms calculates risk levels and calories based on drinks frequency and quantity.

Audio Eyes

Technical Lead
Lead Developer

The app has been designed for blind and partially sighted visitors. It unlocks audio description of the Information Age gallery at the **London Science Museum**, it describes the environment, key objects and tactile displays. The app helps independent discovery - it does not give a step by step route, but responds to your movements in the gallery. We used **iBeacons** technology to map the museum gallery. The project added a new layer of complexity to the usual development lifecycle, as we not only had to think about the problem from a software perspective, but also from a hardware one. We had to understand how and why beacons signal interact with the environment, how the signal propagates around different materials like metal and glass, and how human body could disrupt the communications between the beacon and the phone. **Beacon** technology is in it infancy and to use it at a commercial level was a tough challenge.

Postsnap

Senior Developer

The app allows the user to send real postcards from iPhone and iPad. It is packed with customization features: collage layout, filters, overlay text, borders. Once the postcard is ready it will be printed and sent anywhere in the world. As senior developer I've been working on the photo customization tool and parts of the user management. To make sure the print quality was at the highest standards I had to dive into **CoreGraphics**, **CoreImage**, **CoreText** and a bit of **OpenGL**.