

Gianluca Trachedone

3 Howe House, 20 Love Lane
SE18 6HW London, UK

g.trachedone@gmail.com
<http://gtrachedone.com>
<http://cocoabeans.io>
+44 (0) 7453265023

I'm an accomplished iOS Engineer looking for a challenging opportunity to learn and contribute to products I love. Although I don't have a formal CS background I've always been fascinated by software engineering and I care about my craft. My wish for the upcoming future is to work on products that make people's life easier and more productive.

Technical Skills

Proficient in Objective-C, Swift and most iOS technologies. Able to create simple web pages in HTML, CSS and some JavaScript as well as simple Ruby on Rails web applications. Familiar with XP, TDD, BDD, Continuous Integration and Delivery, Scrum, Kanban, git, OOP, algorithms and design patterns.

Projects

- [Ninja Scout](#), a Ruby on Rails application for connecting recruiters and tech contractors and freelancers - in development (hosted on Heroku).
- Open Source [Algorithms and Data Structures Swift playground](#)
- [Pomodoro](#) - An iOS and watchOS app that helps users apply the [Pomodoro Technique®](#) to maintain focus and productivity
- [Bunpo](#), a Japanese grammar iPhone app

Professional Experience

Contract iOS Software Engineer positions at:

- [Just Eat Ltd](#) *London, UK (May 2016 - Present)*
 - Working on experiments to improve the user experience and customer retention and conversion in the search section of JustEat UK for iOS
 - Collaborating to scale and organize the iOS team (grown from 3 to 10 since I joined)
 - Working on the team's processes and test / build automation tools
- [Open Reply Ltd](#) / [BBC Education](#) *London, UK (Dec 2015 - Apr 2016)*
 - Developed BBC's Bitesize app for iPhone
 - Collaborated to BBC's internal libraries
- [TomTom B.V.](#) *London, UK / Amsterdam, NL (May 2014 - Nov 2015)*
 - Developed a Core Graphics maps rendering engine as an alternative to the existing OpenGL one, in order to render maps while an app is in background (not otherwise possible with technologies using the GPU)
 - Developed few sections of a new iPhone maps-based application (still under development)
 - Worked on an iPhone to Bluetooth accessory SDK

- **[Shopa Ltd](#)** *London, UK (Sep 2013 - Apr 2014)*
 - Developed Shopa's iPhone app (removed from the App Store after the company's shutdown)
 - Developed a design pattern which combines MVC and MVVM and heavily based on composition in order to process and display different kinds of data with several UI layouts within one or multiple screens
 - Helped developing web APIs for the mobile apps using Ruby on Rails
- **[Lowdownapp Ltd](#)** *London, UK (Oct 2012 - Sep 2013)*
 - Developed the iPhone apps [Lowdown for Business](#) and [Arrived](#) with the former reusing 95% of the latter's code for integrating its features
 - Build a system for client side fetching and processing data from different services (such as Social Networks, Google) plus local data to deliver relevant information about people involved in the user's business meetings
- **[Open Reply Ltd](#) / [Delhaize B.V.](#)** *London, UK (Aug 2013 - Oct 2013)*
 - Developed UI and refactored 50% of existing code base to deliver a reliable [iPad and iPhone app for the Belgian food retailer](#)
- **[Tictrac Ltd](#)** *London, UK (Apr 2013 - Aug 2013)*
 - Developed a brand new Mac OS X and iOS SDK for Tictrac's partners
 - Prototyped Tictrac's B2C iPhone app

iOS Software Engineer - **[doo GmbH](#)** *Bonn, DE (Oct 2012 - Mar 2013)*

- Developed filtering feature for *doo for OS X* - the app was nominated App of the Week shortly after release
- Refactored local documents analysis engine resulting in increased speed up to 200% for Microsoft Word and Apple Pages, Numbers and Keynote documents
- Improved documents synchronization performance resulting in 50% faster sync with more reliable updates
- Prototyped *doo for iPhone* app

iOS Software Engineer - **[Service2Media B.V.](#)** *Enschede, NL (Jun 2011 - Oct 2012)*

- Developed few iPhone and iPad apps for TV programs broadcasting and banking (all under N.D.A.)

iOS Developer *Naples, IT (Jun 2010 - June 2011)*

- Developed [Bunpo](#), a Japanese grammar iPhone app
- Collaborated on a small project for a digital agency based in Rome

Education

B.A. Comparative Literatures and Cultures - Japanese and American (US)

L'Orientale University

Naples, IT (Sep 2007 - Mar 2011)

- Graduated with 104/110
- Won 2 scholarships to study in Hungary and 1 to study in Spain
- Interned to the School of East Asian Studies in Kyoto, Japan as Literature Scholar
- Made an iOS App to study Japanese and loved it so much that I've decided to make programming my profession!