Edoardo D'Angelis

/* Software Engineer passionate about iOS, Swift and SwiftUI */

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Work Experience

Software Engineer *Magenta Srl – Florence, Italy*   Feb 2022 — present

- Building the greenApes iOS app, a social network focused on sustainability and positive environment impact, using Swift, SwiftUI and Combine. Lead a major rewrite from an old Objective-C codebase and successfully shipped 30+ updates on the App Store
- Working as a consultant at Thales Italia, developing a suite of applications designed to monitor airport systems and enhance the efficiency of boarding processes, using Java (Quarkus), Apache Kafka and Angular (NgRx)

Software Engineer Intern *Magenta Srl – Florence, Italy*   Sep 2021 — Jan 2022

- Applied robust regression models based on historical data to enhance the calibration process of the AirQino air quality stations, resulting in a 15% increase in accuracy for $PM_{2.5}$ and PM_{10} sensors
- Optimized SQL queries and applied Timescale's *continuous aggregates* technique to the AirQino backend APIs, resulting in a response time improvement of over 10x for specific queries
- Set up a 1:1 read-only streaming replica of the primary AirQino PostgreSQL database (>100M rows) for performance tests, relieving the load on the primary database and increasing availability

Education

MSc in Computer Science & Engineering *University of Florence – Florence, Italy*   Sep 2019 — Apr 2022

- Final grade: 110/110 with honours

BSc in Computer Science & Engineering *University of Florence – Florence, Italy*   Sep 2015 — Apr 2019

Personal Projects

- **chatgpt-telegram-bot** ○ A Telegram bot that uses OpenAI's ChatGPT, DALL·E and Whisper APIs to answer questions, generate images from text and transcribe audio files. Written in Python — 1.8K+ stars on GitHub
- **appdb** ○ A fully-featured iOS client for *appdb*, a third party app store for iOS devices. Written in Swift with UIKit — 250+ stars on GitHub
- **stats-ios** ○ A personal iOS app to keep track of movies and tv shows I've watched, books I've read, games I've played and music I've listened to. Written in SwiftUI
- **cook** ○ A macOS command line tool to automate common iOS development tasks, such as managing iOS certificates, provisioning profiles and resigning `.ipa` files. Written in Swift
- **dl-buddy** ○ A download manager for macOS with configurable destination, persistence and resumable downloads. Written in Swift with AppKit

Skills

- **Programming Languages:** Swift, Python, Java, TypeScript
- **Libraries & Frameworks**
  - SwiftUI, UIKit, Combine, AppKit and other Apple frameworks
  - Vapor, Quarkus, Apache Kafka, Angular, Flask, Karate
- **Tools & Platforms**
  - Git, GitHub, GitLab, Xcode, Fastlane, Crashlytics, Firebase
  - Jira, Docker, Kubernetes, RedPanda, AWS
- **Other:** Experience with iOS reverse engineering and jailbreak tweaks development, CI/CD, unit and integration testing, relational databases, agile methodologies

Conferences attended

#Pragma (2023)   #Pragma (2019)

Languages

Italian (native)   English (advanced)

Interests

Open Source Software   Automation
Reverse Engineering   Football