

Edoardo D'Angelis

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

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Work Experience

iOS Engineer *Shape Games – Copenhagen, Denmark* Jan 2024 – present

- Working on highly modular iOS apps using Swift packages

Software Engineer *Magenta Srl – Florence, Italy* Sep 2021 – Dec 2023

- Built 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
- Worked 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)
- 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 PM₁₀ sensors






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, NgRx, 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