Edoardo D'Angelis

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

@ contact@edoardo.fyi

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 <u>AirQino</u> air quality stations, resulting in a 15% increase in accuracy for PM_{2.5} and PM₁₀ 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 -1.8κ + 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