

# Ettore Pasquini

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## OBJECTIVE

To build performant and easily maintainable apps.

## WORK EXPERIENCE

### 1/2020 - 5/2025, Sr iOS Engineer, New York Public Library (Remote)

- Architected a Swift/SwiftUI plugin for a new hybrid Capacitor app. Wrote highly modular and testable code.
- Maintained SimplyE and Open eBooks, 2 open source apps used by library patrons and low-income students across the US. Led efforts to remove tight coupling in existing Swift / ObjC classes.
- Implemented a CI/CD pipeline with GitHub Actions.
- Mentored other iOS engineers.

### 6/2016 - 1/2020, Lead iOS Engineer, PIX System (San Francisco, CA)

- Led the architectural design of all features of iOS and tvOS apps for major Hollywood studios. Collaborated with management to plan, estimate, and execute development in Swift and Objective-C.
- Refactored a large code base in smaller frameworks to facilitate reusability among different apps.
- Improved investment in CI/CD, unit testing, code readability, and documentation.
- Spearheaded the adoption of a new git workflow adopted by engineering at large.
- Evangelized Agile practices across the company.
- Mentored other engineers on Swift, ObjC, TDD, and best practices.

### 10/2010 - 9/2015, Lead iOS Engineer, Goodreads / Amazon (San Francisco, CA)

- First iOS hire. Grew iOS team to 4 engineers before Amazon acquisition.
- Led development of all features, including new navigation, newsfeed, on-device caching, barcode scan, Facebook onboarding, and localization. Contributed to open-source libraries.
- Brought the app from #50 to #4 on the App Store, Books category. Increased the rating from 3 to 4.5+ stars, doubled page views and installs.
- Mentored other engineers on native iOS development best practices.
- Self-taught Ruby on Rails to implement REST APIs in support of app development. Contributed to Goodreads on Kindle and the official Android app.

### 8/2008 - 9/2010, Sr. Software Engineer, InfoDome (Oakland, CA)

- Developed large parts of the front-end of an online database application (Java/MySQL).
- Learned many lessons about working inside a fast-paced early-stage startup.

### 5/2005 - 7/2008, Sr. Software Engineer, 3Dconnexion / Logitech (San Jose, CA)

- Developed macOS apps/SDK in C++ and Objective-C.
- Open-source contributions to add device support to Blender (v2.46), Second Life (v1.20), and libSDL. Cross-platform for Mac, Windows, and Linux.
- Reverse-engineered and wrote a parser for Photoshop "actions" files in binary format.

## PERSONAL PROJECTS AND INTERESTS

- Created ChessNote, an iPhone app to play correspondence chess. I built the whole tech stack, teaching myself Erlang, MySQL configuration, administration, and deployment on OpenBSD.
- Passionate about music, nature, and reading.
- Interested in learning more about security and cryptography.

## **EDUCATION**

Master of Science in Electronic Engineering (CS major), Università Statale di Bologna, Italy, 2000.  
GPA 3.72

## **SPOKEN LANGUAGES, LEGAL STATUS, REFERENCES**

Native Italian. Fluency in English (speaking, reading, and writing).  
US and Italian citizen.  
References available upon request.