

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.