

# Ettore Pasquini

Portland, OR 97219  
ettore.github.io  
ettorepasquini@icloud.com

## OBJECTIVE

To build performant mobile apps in one of the following domains: climate change, music, books, health. Open to opportunities in Portland (OR) or remote.

## WORK EXPERIENCE

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

- Coding in Swift and Objective-C for iOS and tvOS apps used inside all major Hollywood studios.
- Refactored a large code base in smaller frameworks to facilitate reusability among different apps.
- Led/contributed to the architecture of all major features, collaborating with management to plan, estimate and execute their development.
- Pushed team to improve investment on CI/CD, unit testing, code readability and documentation.
- Spearheaded new git workflow adopted by engineering at large and contributed to evangelizing Agile practices across the company.
- Mentoring other engineers on Swift, ObjC, software development best practices, TDD, app lifecycle.

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

- 1st iOS hire inside small startup environment. Grew iOS team to 4 engineers into Amazon acquisition.
- Led development of all features, including new navigation, newsfeed, on-device caching, barcode scan, Facebook on-boarding, localization. Fixed bugs in the ePub eReader, memory management, open source libraries, etc.
- Brought the app from #50 to #4 on the App Store, Books category. Increased rating from 3 to 4.5+ stars. Doubled page-views and installs.
- Mentored other engineers on native iOS development, established 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 (ActionScript) of an online database application (Java/MySQL).
- Learned many lessons about developing inside a fast-paced early-stage startup.

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

- Many open source contributions to add device support to large projects such as Blender (v2.46), Second Life (v1.20), libSDL. Cross-platform for Mac, Win, Linux.
- Reverse-engineered and wrote a parser for Photoshop "actions" files in binary format.
- Developed NuLOOQ Tooldial (Mac) in C++ and Objective-C.
- Other projects: 3Dconnexion's Mac SDK, a Mac software update app, a Firefox extension.

## PERSONAL PROJECTS AND INTERESTS

- Created ChessNote, an iPhone app in Objective-C to play correspondence chess. I built the whole tech stack, teaching myself Erlang, MySQL configuration, administration and deployment on OpenBSD (2012).
- Created a semantically customizable haiku generator in Prolog (2000).

- Passionate about music (making and listening), reading and the outdoors.
- Interested in learning more about security and cryptography.

## **EDUCATION**

Master of Science in Electronic Engineering, 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.