

Gianluca Tranchedone

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I'm an accomplished iOS Engineer looking for a challenging opportunity.

Technical Skills

Proficient: Swift, Vapor (Server-Side Swift), Objective-C, iOS SDK; TDD, CI / CD
Familiar: Ruby, Rails, HTML, CSS, JavaScript (ES6+), Docker, Heroku / AWS

Personal Projects

- Curator of [Swift Web Weekly](#) and a [The Swift Web Developer](#), respectively a newsletter and a Medium publication about Web Development using the Swift programming language on servers.
- [Pomodorino](#) - An iOS and watchOS app that helps people using the [Pomodoro Technique®](#) to maintain focus and achieve higher productivity.

Professional Experience

Contract positions at:

- **iOS Consultant / Mentor - [Equal Experts](#)** *London, UK (July 2018 - Present)*
 - Working with **John Lewis** and the Equal Experts team to mentor Partners in JL on iOS Development techniques, best practices, and TDD.
- **Interim Tech Lead - [notonthehighstreet](#)** *London, UK (Apr 2018 - July 2018)*
 - Increased team velocity and delivery cadence by tighten up working practices around Extreme Programming and Automation Testing. Now the team ships new releases at the end of each sprint and has reached >90% accuracy in determining work capacity when committing to work.
 - Oversaw the development of an Android app with an external agency.
- **Senior iOS Engineer - [Just Eat](#)** *London, UK (May 2016 - Apr 2018)*
 - Played a key role in revamping the architecture of the iOS UK app, resulting in 99.9% crash-free rate and App Store rating ranging from 4.5 to 5 stars.
 - Helped growing the team and setting up automation tools.
- **Team Lead - [Open Reply](#) / [BBC](#)** *London, UK (Dec 2015 - Apr 2016)*
 - Developed BBC's Bitesize app for iPhone and internal BBC libraries
- **Senior iOS Engineer - [TomTom](#)** *London / Amsterdam (May 2014 - Nov 2015)*
 - Developed a Core Graphics maps rendering engine as an alternative to the existing OpenGL one, to render maps while the app is in background.

- Developed an SDK for Bluetooth communication with TomTom Scooter.
 - **Senior iOS Engineer - Shopa** *London, UK (Sep 2013 - Apr 2014)*
 - Influenced design and development of both mobile and web apps.
 - Developed Shopa's REST APIs using the Rails web framework
 - **iOS Engineer - Lowdownapp** *London, UK (Oct 2012 - Sep 2013)*
 - Developed the iPhone apps *Lowdown for Business* and *Arrived*
 - **iOS Engineer - [Open Reply](#) / [Delhaize](#)** *London, UK (Aug 2013 - Oct 2013)*
 - Developed the initial iPad and iPhone app for the Belgian food retailer
 - **[Tictrac](#)** *London, UK (Apr 2013 - Aug 2013)*
 - Developed a brand new Mac OS X and iOS SDK for Tictrac's partners
 - Prototyped Tictrac's B2C iPhone app
- iOS Software Engineer - [doo](#)** *Bonn, DE (Oct 2012 - Mar 2013)*
- Refactored local documents analysis engine resulting in increased speed up to 200% for Microsoft Word and Apple Pages, Numbers and Keynote documents
 - Improved documents sync performance resulting in 50% faster sync with more reliable updates
- iOS Software Engineer - Service2Media** *Enschede, NL (Jun 2011 - Oct 2012)*
- Developed few iPhone and iPad apps for some of the company's clients, such as UPC (TV Broadcasting) and Rabobank
- Independent iOS Developer** *Naples, IT (Late 2009 - June 2011)*
- Built a range of apps, best of which has been *Japanese Grammar Dictionary*, which I used to study Japanese while on an internship in Kyoto, Japan.

Education

B.A. Comparative Literatures and Cultures - Japanese and American Studies

- L'Orientale University** *Naples, IT (Sep 2007 - Mar 2011)*
- Graduated with 104/110
 - Won two scholarships to study for a period in Hungary and in Spain.
 - Interned to the School of East Asian Studies in Kyoto (Japan) as Literature Scholar
 - Developed my first iOS App to help me study Japanese and loved it so much that I've decided to make programming my profession!