

# Massimo Donati

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## Technical skills

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**Languages:** Swift, Objective-C, Groovy, JSON, ruby, C#, HTML, CSS, Java, C, XML

**Database:** Realm, MySQL

**Development Software:** XCode, Git, Eclipse, Jira

**Frameworks:** UIKit, Core Foundation, Core Motion, Core Graphics, Core Location, MapKit, AVFoundation, GCD, Ruby On Rails, Siesta (REST), Realm, XCTest

**Platforms:** iOS (5+), macOS (1)

**Cloud Services:** AWS Mobile Hub, Realm Platform, Firebase/Fabric.io

## Experience

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**PIX System, San Francisco** - *Senior iOS Engineer*

March 2015 - Present

- Developer on the PIX System app (<https://itunes.apple.com/us/app/pix-system/id438296952?mt=8>)
- Developing new features using **TDD** or simple **end to end testing/unit tests** given the time constraints
- Reengineered the **CI** workflow from pure Jenkins to **Jenkins/fastlane** for the frameworks used by the app
- Refactoring old legacy codebase (80% objective-c, 20% swift 4) to pure swift
- Collaborating with the team lead engineer for **feature planning**: creating Jira tickets, giving estimates, etc.
- **Pairing with UI/UX designers** for UI refinements after completing feature implementation for faster iteration
- **Advocated** and introduced a **weekly meet-up** as a learning program for the iOS team to explore new technologies for future improvements and releases
- Developed a **CLI in swift** using the **Swift Package Manager** as a side project to setup the codebase and help the developers with the Git workflow
- **Trained QA engineers** to learn UITest and swift best practices
- Shifted from **MVC** to **Clean swift architecture** (<https://clean-swift.com>) for better testing and separation of concerns
- Developed a proof of concept for the CEO using Realm and the Realm Mobile Platform (<https://realm.io>)

**Deloitte Digital, Seattle** - *Junior iOS Engineer*

January 2014 - January 2015

- Developed the REI iOS App, and used the Accessibility framework for UI-testing purposes
- Worked on an internal project involving a robot, consisting of **RaspberryPI** with servomotors and a Pololu **Altimu-10** as the IMU of the **robot**. Developed a universal iOS application to remotely command the robot and plot the values gathered from the IMU

- Developed the **Deloitte Round-Up** iPhone app: **SXSW** (South By Southwest) event aggregator <https://www.behance.net/gallery/15061069/Deloitte-Digital-Round-up>

**Pio X International High School, Treviso (Italy) - Teacher** September 2013 - January 2014

- Taught the ICT fundamentals

**Freelance, Treviso (Italy) - iOS Engineer/RoR** September 2011 - January 2013

- Prototyped an iOS app for Q&A to connect with a Ruby on Rails backed through REST API

## Education

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- **Ca' Foscari University, Venice (Italy) - Bachelor's Degree in Computer Science - 2013**
- **University of Cadiz, Cadiz (Spain) - Erasmus Program in Engineering - 2009-2010**

## Projects

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- Senior thesis: designed and developed an iPhone application using **augmented reality** technology and iOS SDK frameworks including UIKit, CoreLocation, Mapkit. This project proved my skills on iOS, HCI techniques and augmented reality technology
- iOS App with RoR backend allowing the user to ask for help with repairs needed
- iOS App that will help the user keep track of motorcycle rides and discover new routes

## Conferences

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- WWDC – Apple World Wide Developer Conference Attendee 2015
- WWDC – Apple World Wide Developer Conference Attendee 2016

## Languages

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- Fluent in Italian (native speaker), English (full professional proficiency) and Spanish (full professional proficiency)