



# Gianluca Orpello

## iOS Engineer · Swift / SwiftUI / UIKit

📍 Naples, Italy – 🇪🇺 EU citizen (eligible to work across the EU) · open to relocation & EU-based remote · English C1

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## Personal Profile

iOS Engineer with 8+ years building and shipping software, and a deep understanding of the iOS SDK, Swift and SwiftUI. I take features from wireframes and prototypes through to App Store release, working closely with designers and product owners at every stage. Hands-on with both the design side (prototyping, UX, visual consistency) and backend integration (Server-Side Swift, REST). Multiple published apps on the App Store and an active GitHub. Apple Certified Trainer and conference speaker – a strong communicator who has also mentored 100+ developers. Available immediately.

## Experience

### **CO-FOUNDER & LEAD SOFTWARE ENGINEER** - Unicorn Donkeys (Side Project)

2025 - Present · Naples, Italy

- Designing and building Defenso.it end-to-end, from prototype to architecture, automating complex legal workflows.
- Defining elegant technical solutions and integrating secure backend services with native clients.
- Side venture – available immediately for full-time roles.

### **IOS DEVELOPER & CODE MENTOR** - Apple Developer Academy, Naples

2021 - 2025 · Naples, Italy

- Designed and shipped native iOS apps and prototypes in Swift and SwiftUI while personally mentoring 100+ developers.
- Worked through the full UX design process – wireframes, mockups, prototyping, iteration based on peer feedback – collaborating with designers and cross-functional teammates.
- Led teams of 4-6 in a fast-paced, Agile environment.

### **APPLE CERTIFIED TRAINER** - Apple/LearnQuest (Freelance)

2019 - 2025 · Remote / Global

- Delivered Apple-authorized training on Swift, SwiftUI and the iOS/macOS SDKs to global enterprise engineering teams.
- 6+ years translating complex iOS SDK architecture into practical, production-ready implementation.

### **CO-FOUNDER & LEAD SOFTWARE ENGINEER** - Tilted Penguins srls

2019 - 2022 · Naples, Italy

- Built morganize.it end-to-end – native client plus cloud-native backend – owning the full product lifecycle.
- Collaborated across design and backend; product was acquired by a private investor (successful asset exit).

### **TECHNICAL WRITER & PUBLIC SPEAKER** – Create with Swift (Freelance)

2021 - 2025 · Remote

- Authored in-depth technical articles on Swift, SwiftUI, AVFoundation, Server-Side Swift and CI/CD; delivered conference talks and workshops.

### **IOS DEVELOPER (INTERN)** - Apple Developer Academy, Naples

2018 - 2019 · Naples, Italy

- Built iOS prototypes and apps in Swift with a focus on Design Thinking and teamwork.

### **FULL-STACK DEVELOPER (INTERN)** - Gulliver s.r.l.

2018 · Brescia, Italy

- Built scalable web applications using Angular, TypeScript, and modular component architecture.

## Personal apps

**OUTSOON** (iOS) – Movie tracker built on The Composable Architecture (TCA) and Swift Concurrency, with efficient persistence and a filter-driven UX.

**MINDLAND** (iOS) – Sleep analysis app rendering your night as an interactive 3D island mapping sleep stages and heart rate. *Advanced data visualization, SwiftUI.*

**DELEGIBUS** (macOS, iPadOS, iOS) – Integrates Italian law into the system via Spotlight search; scrapes official sources (Server-Side Swift) for accurate data.

**QRSWIFT** (macOS) – Privacy-first menu-bar QR generator; fully offline, no tracking.

**PRIVACY FORM** (iOS, iPadOS) – Event-consent platform with PencilKit signatures and email receipts; deployed at events with 3,000–4,000 attendees.

## Skills

iOS & Apple SDK: Swift · SwiftUI · UIKit · iOS SDK · Swift Concurrency (async/await) · AVFoundation · PencilKit · SpriteKit · Core Spotlight · visionOS Architecture: The Composable Architecture (TCA) · MVVM · Modular architecture  
Design & product collaboration: Prototyping · Wireframing · UX design process · Design Thinking · Visual consistency / design guidelines  
Backend & tooling: Server-Side Swift · REST APIs · Git · GitHub Actions · CI/CD · Xcode  
Also: TypeScript · Angular · Python · Agile · Mentoring · Technical writing · Public speaking

## Education

**BSC IN COMPUTER ENGINEERING** - eCampus University

**WORLD CLASS DEVELOPER** - Apple Developer Academy, Naples

## Certifications

**APPLE CERTIFIED TRAINER** – Apple

**APPLE SEARCH ADS CERTIFIED** – Apple

**COMPUTER SCIENCE FOR WEB DEVELOPMENT** – Harvard University

**CS50'S WEB PROGRAMMING WITH PYTHON AND JAVASCRIPT** – Harvard University

**CS50'S INTRODUCTION TO COMPUTER SCIENCE** – Harvard University

**CCNA ROUTING AND SWITCHING: INTRODUCTION TO NETWORKS** – Cisco

**CCNA ROUTING AND SWITCHING: ROUTING AND SWITCHING ESSENTIALS** – Cisco

## Publications

**USING SERVER-SIDE SWIFT FOR MACHINE LEARNING PROCESSING** – Machine Learning

**CAMERA CAPTURE SETUP IN A SWIFTUI APP** – AVFoundation

**REQUESTING USER AUTHORISATION FOR PRIVACY-PROTECTED FRAMEWORKS** – App Development

**CREATING A CUSTOM APP LAUNCH EXPERIENCE IN SWIFTUI WITH DEEP LINKING** – SwiftUI

**USING GITHUB ACTIONS TO DEPLOY STATIC SITES GENERATED WITH SWIFT AND PUBLISH** – Static Site Generator

## Personal Data and Privacy

In compliance with the GDPR and Italian Legislative Decree no. 196 dated 30/06/2003, I hereby authorise the recipient of this document to use and process my personal details for the purpose of considering my application for employment opportunities and I confirm to be informed of my rights in accordance to art. 7 of the above mentioned Decree