Eric Miotto — Curriculum vitae

Bay Area – California (US)
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Summary

I'm a computer enthusiast for 22 years and a professional software developer with 14 years of experience. I'm well versed in exploring new technologies to assess their characteristics and the problems they pose in their adoption. I employ theory, experience and pragmatism to deliver software within the constraints given. I am able to troubleshoot issues with the software/infrastructure I deal with, even with little/no previous context. I practice new skills, revise known ones and keep up to date with trends.
The roles I fit best are Software Engineer and Software Engineer in Test. My application domains of interest are operating systems, compilers, developer tools, real-time/embedded systems and videogames.

Work experience

Apple Inc **Cupertino (California, US)**
Swift Infrastructure Engineer, www.apple.com *01/2019–Ongoing*
Support and improvement of the quality of the Swift compiler (and the clang compiler to a lesser extent)
- Troubleshooting, maintainance and development of the build system used to generate Swift toolchains – CMake, Python, ninja, Bash
- Triage and qualification of new Swift and clang compilers for Xcode and Apple operating systems

Apple **Cork (Ireland)**
iOS Build Engineer, www.apple.com *01/2014–01/2019*
Execution of daily software builds of iOS and its related products.
- Troubleshooting of build, integration and infrastructure issues; small fixes to the tooling used – Perl, Shell

BEDIN Shop Systems srl **Cornuda – TV (Italy)**
Programmer, www.akite.net *10/2009–01/2014, summers from 2003 to 2008*
Development, maintenance and support of software for Points of Sale (.NET 3.5/4.0/4.5):
- development and (automatic) deployment of smart clients – Windows Forms, SQLite, Lucene.NET, ClickOnce
- development, deployment and monitoring of web services handling thousands of users – WCF, Windows Azure, SQL Azure, Windows Azure Service Bus, ACS 2.0
- promotion engine; library for video and photo capture from webcams (DirectShow); setup of a build server (Jenkins, MSBuild); development of a simple administration web site (ASP.NET MVC); migration from Team Foundation Server to GitHub; fiscal printers programming; visual editor (retained mode graphics system, GDI+)

Education and training

Università degli Studi di Padova **Padua (Italy)**
Laurea Specialistica (Master's Degree) in Computer Science, 110/110 cum laude *10/2007–09/2009*

Università degli Studi di Padova **Padua (Italy)**
Laurea Triennale (Bachelor's Degree) in Computer Science, 110/110 cum laude *10/2004–09/2007*

Istituto Tecnico Industriale Statale Luigi Negrelli **Feltre – BL (Italy)**
High School Diploma, Computer Specialization, 100/100 *09/1999–06/2004*

Skills

Methodologies: Object oriented and functional paradigms, design, profiling, distributed systems, compensation, bug tracking, test automation, single responsibility principle, unit testing, separation of concerns, build automation, backward compatibility and versioning, legacy code, refactoring, troubleshooting, Getting Things Done, mentoring, rudimentary time management

Languages: Italian (mothertongue), English (fluent)

Technologies I dabble with: LaTeX, Powershell, Jekyll, Visual Studio Code, Ruby