

Andrea Cipriani

Curriculum Vitae

New York
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Work experience

11.22, present **Tech lead, Google, New York**

Tech lead of the Ambient Computing Mobile Platform.

- Designed a multi-ecosystem platform to empower private Ambient Computing experiences, implemented a multi-platform SDK and the Android framework
- Main developer of a new Google Play Services API, targeting ~2B devices
- Released the first experience powered by the platform on the Youtube Music Android app

03.20, 10.22 **Senior Software Engineer, Tech lead, Spotify, New York**

Tech lead on the Client Platform team and member of the "Mobile Engineering Strategy" group, setting the technical direction of Spotify's mobile applications for more than 200 engineers.

- Lead the work to build an internal multi-platform dependency injection framework from concept to production. Integrated in the build system and used by both the iOS and Android Spotify apps
- Built an internal framework to standardize "mobile micro services and lifecycles". Applied on the iOS app startup logic and improved startup time by ~25%
- Worked on modularization efforts and built the infrastructure to run demo apps for individual iOS features leveraging the Bazel build system

10.18, 01.20 **Core Clients Engineer, SoundCloud, Berlin**

Improved the architecture of the SoundCloud iOS application, created tools to boost the productivity of the engineers and maintained the BFF.

- Integrated [Tuist \(see blogpost\)](#) to automatically generate the Xcode project of the app
- Led the development of an iOS framework to retrieve and synchronize data. Migrated the entire iOS app to use the it, resulting in simpler and faster data access across all features
- Backend: extracted most of the business logic for managing Soundcloud's tracks from the BFF layer to a separate "Value added Service"

07.16, 10.18 **Software Engineer, SoundCloud, Berlin**

- Led the iOS development of several features, including the new home screen, used by millions of daily active users
- Worked on modularization efforts to rearchitect the app in small independent components and improve the productivity of the engineers
- Maintained a big code base (10K+ Unit Tests) and worked on the transition from Objective-C to Swift

07.13 - 03.16 **Co-founder, Software Engineer**, *Code Atlas SRL*, Milan

I started *Code Atlas SRL* to simplify contacts' management with an app called [Veecards](#).

- Raised a seed round of funding
- Designed the architecture behind *Veecards* and built the Backend on Google Cloud
- Single developer of the iOS app, from conception to the App Store
- Built a companion iOS app [Veer](#) for fast contacts' interactions

The app got more than 100k download, a good coverage from the media and had about 4% conversion rate with in-app purchases.

09.11 - 12.11 **Freelance - iOS developer**, *Multiple companies*, Milan

Developed from scratch two iOS applications: [TMT World](#) and [Caccia al pericolo](#) (private distribution), consulted to build the first iOS version of the social network [Cityglance](#).

Education

2011 - 2013 **Master's Degree in Computer Science**, *University of Milan, Italy*

Teaching assistant Held three lectures on Mobile Computing at University of Milan about how to make a commercial app from a prototype.

2008 - 2011 **Bachelor of Science in Computer Science**, *University of Milan, Italy*

Other

- Open Source: former Core developer of [Tuist](#) - a tool to generate and maintain Xcode projects
- Professional fencer for the Italian national Team, Junior World Champion in 2009
- Advanced Open Water Diver