

Giordano Scalzo Portfolio

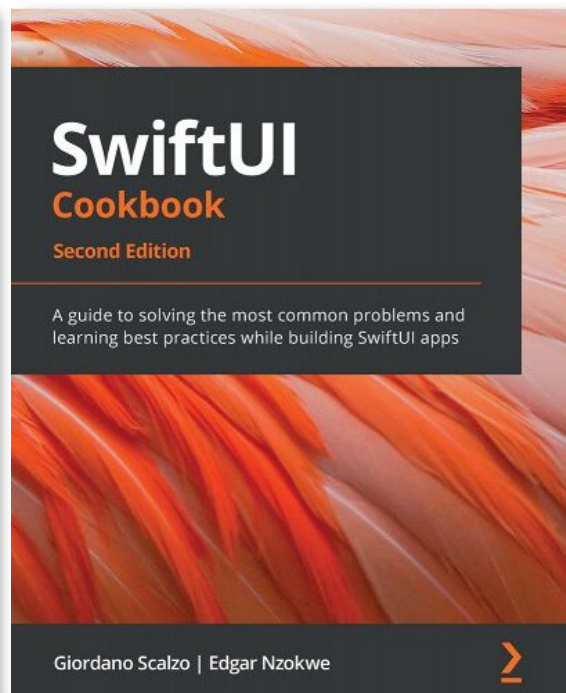
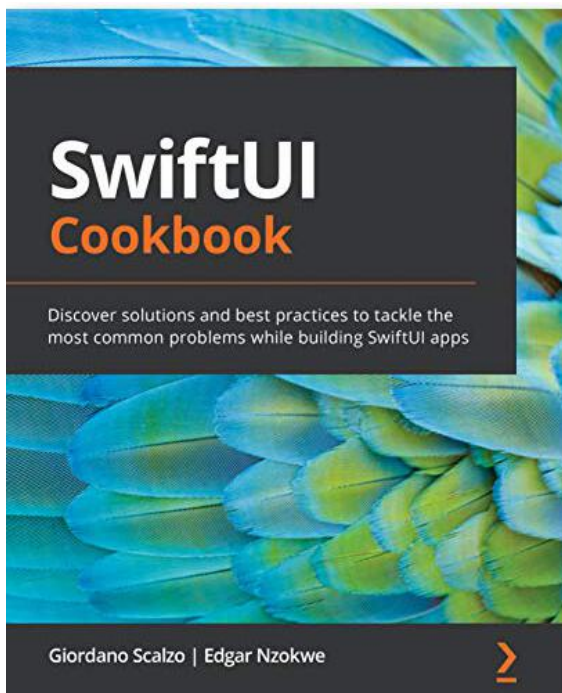
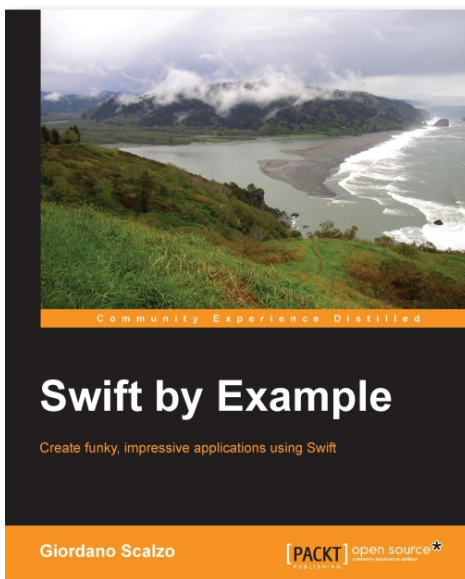


Books published as author

Client: Packt Publishing

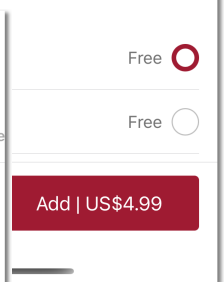
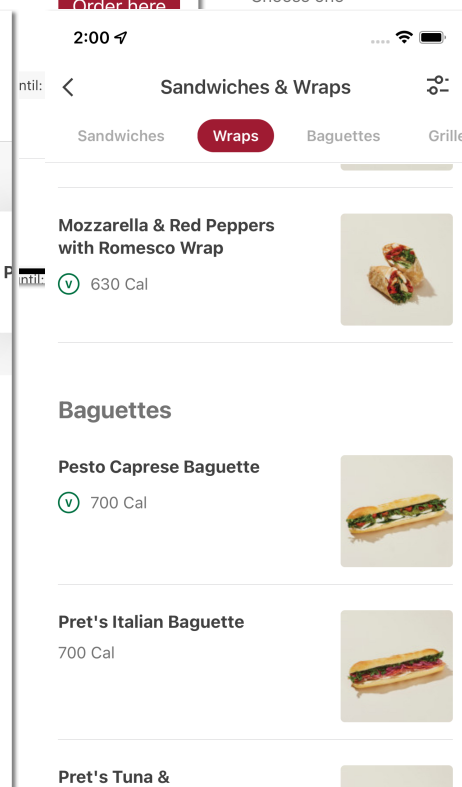
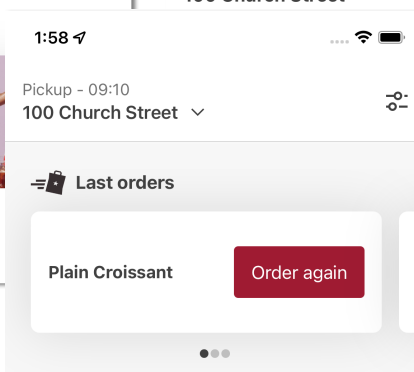
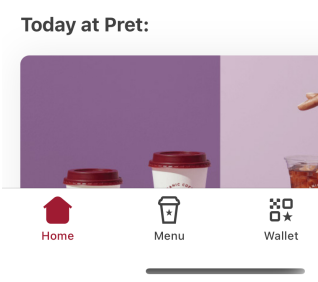
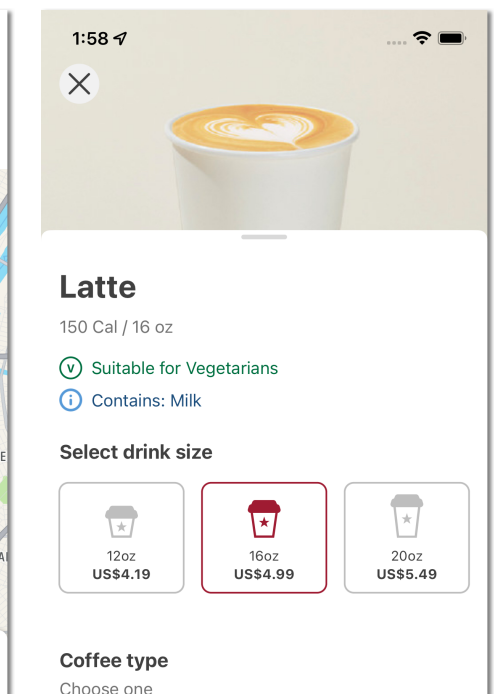
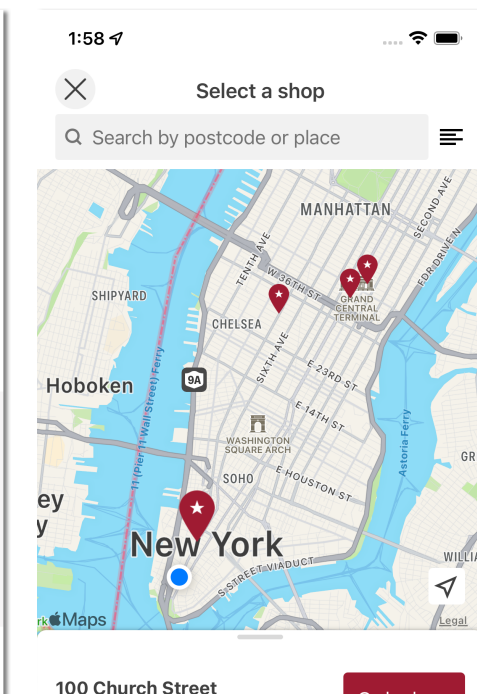
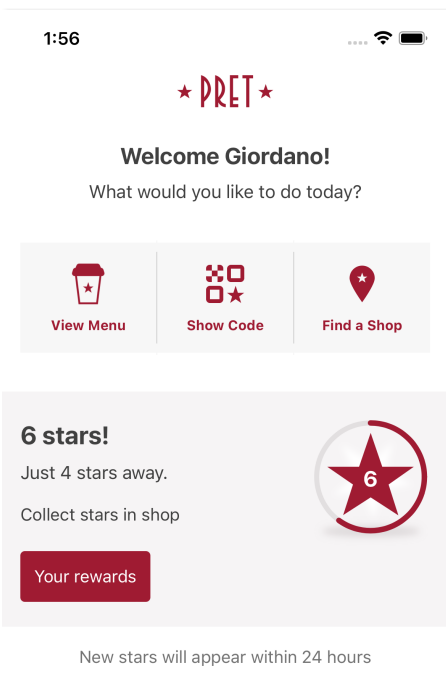
Description: Published three books about Swift and two about SwiftUI

Link: <https://www.packtpub.com/books/info/authors/giordano-scalzo>





Name: Pret
Device: iPhone
Client: Pret
Role: Head of Mobile Engineering
Description: Mobile Ordering. Loyalty. Subscriptions. Payments.
Note: Mobile architecture, team management.
Link: <https://apps.apple.com/gb/app/pret-a-manger/id1530370563>





Name: The New Yorker

Device: iPhone iPad

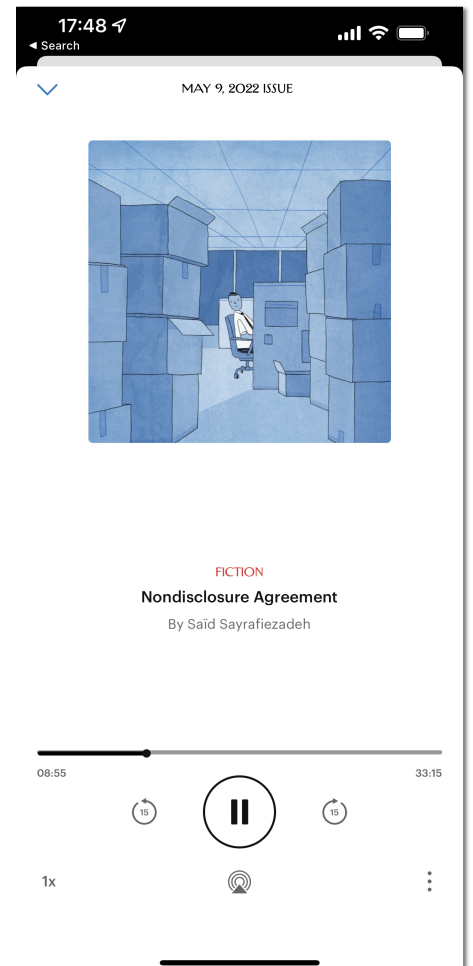
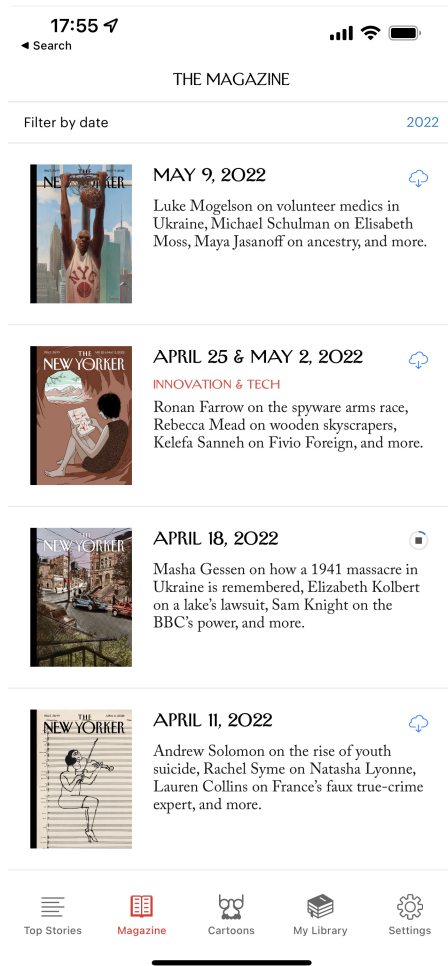
Client: Condé Nast

Role: Mobile Architect

Description: Podcast player. Offline resources. Arkit integration.

Note: Mobile architecture, Improved article rendering, process improvement.

Link: <https://apps.apple.com/us/app/the-new-yorker/id1081530898>





Name: NatWest Currency Pay

Device: iPhone

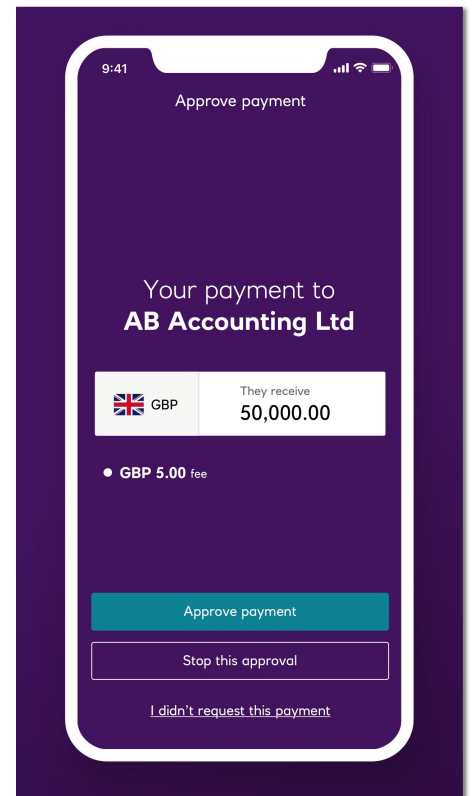
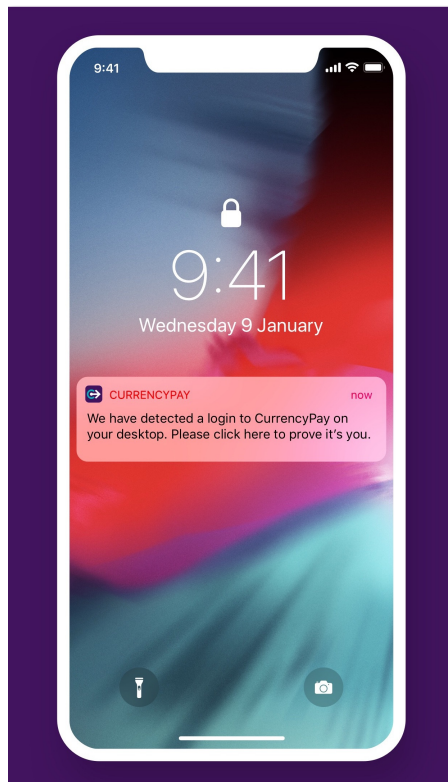
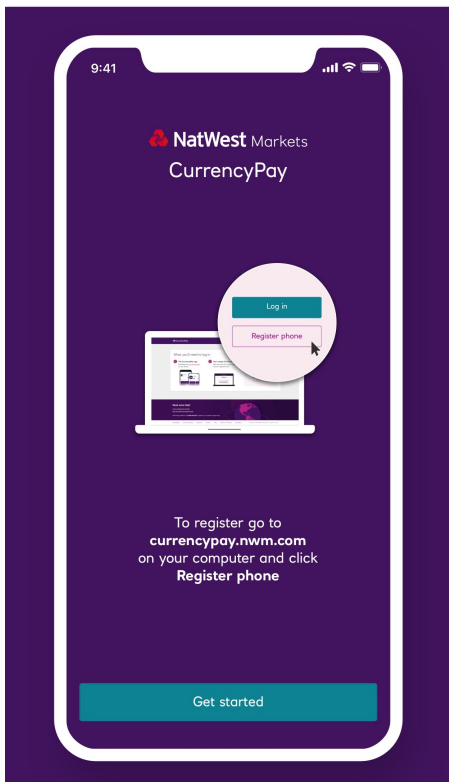
Client: NatWest Markets

Role: Principal Mobile Developer

Description: Login securely, approve payments using fingerprint, face recognition or passcode.

Note: Mobile architecture, implemented features in both iOS and Android apps

Link: <https://apps.apple.com/app/currencypay/id1457014587>





Name: Trainline

Device: iPhone, iPad

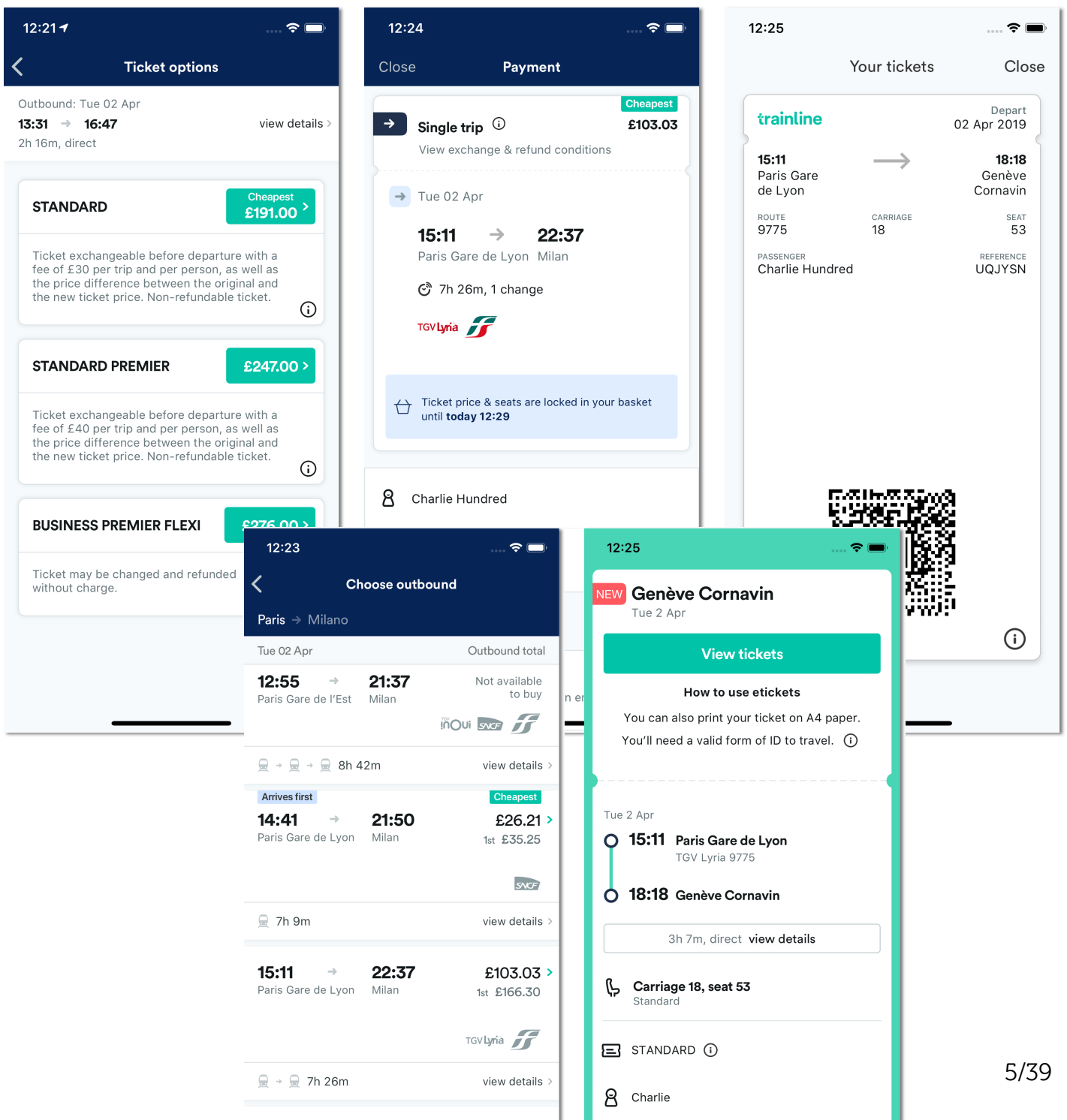
Client: Trainline

Role: Senior iOS Developer

Description: Buy Train and Coach tickets anywhere in Europe

Note: Europe expansion of the Main app. Worked in every part, implemented new Authentication, ApplePay, etc.

Link: <https://itunes.apple.com/app/trainline-train-bus-tickets/id334235181>





Name: Noah's Ark Animalibrium

Device: iPhone/iPad

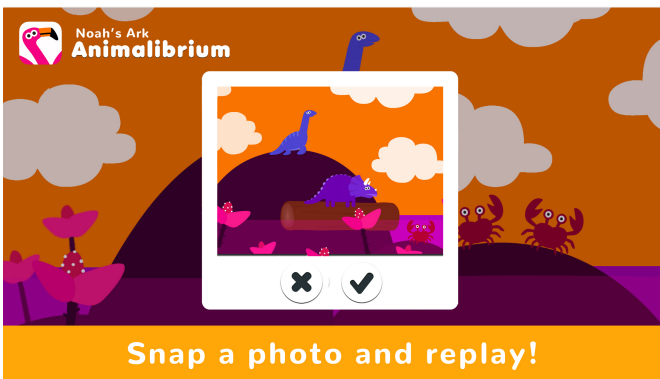
Client: Internal

Role: Sole Unity Developer

Description: Educational game app

Note: Collaboration with an awarded book author. App featured in 10 countries. Wide press coverage. Built with Unity.

Link: <https://itunes.apple.com/app/id1434057776>





Name: JustEat

Device: iPhone, iPad

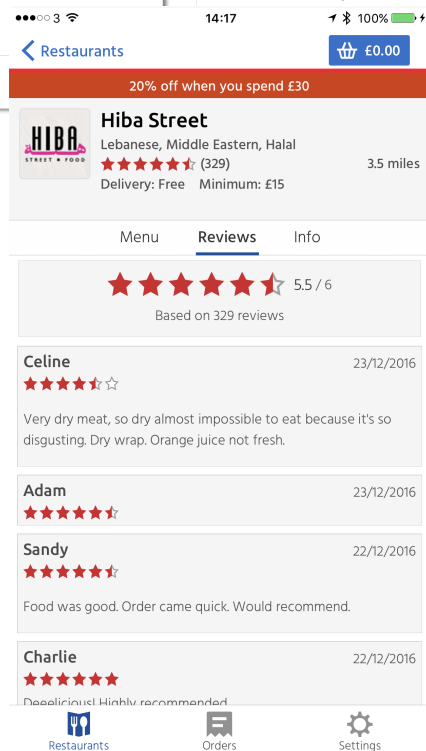
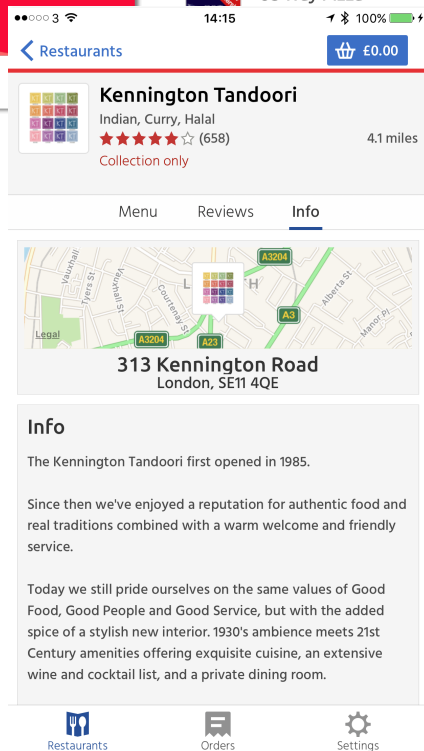
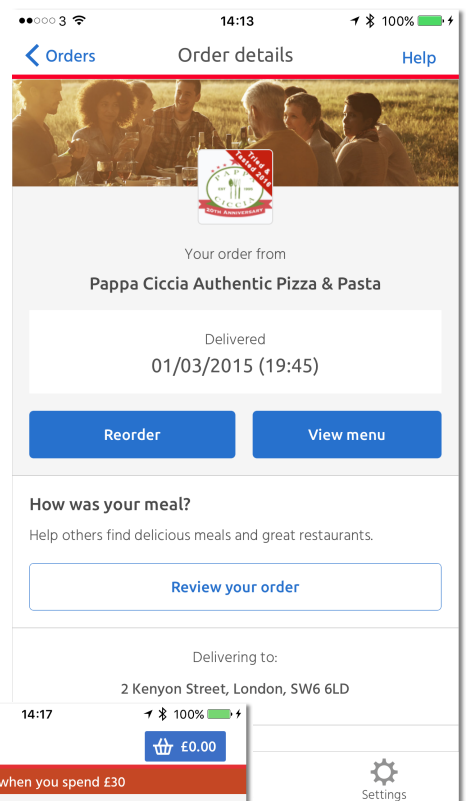
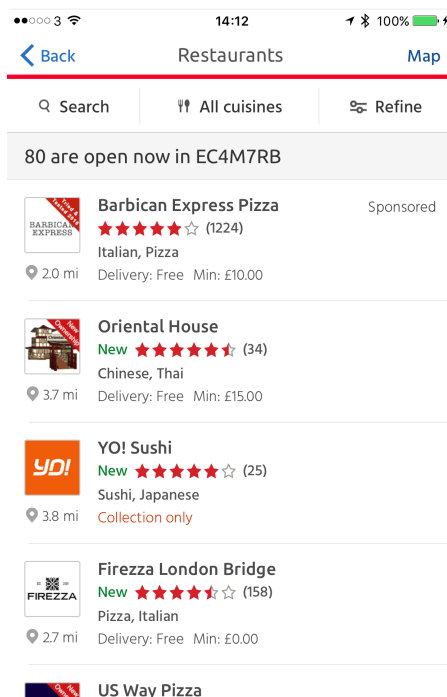
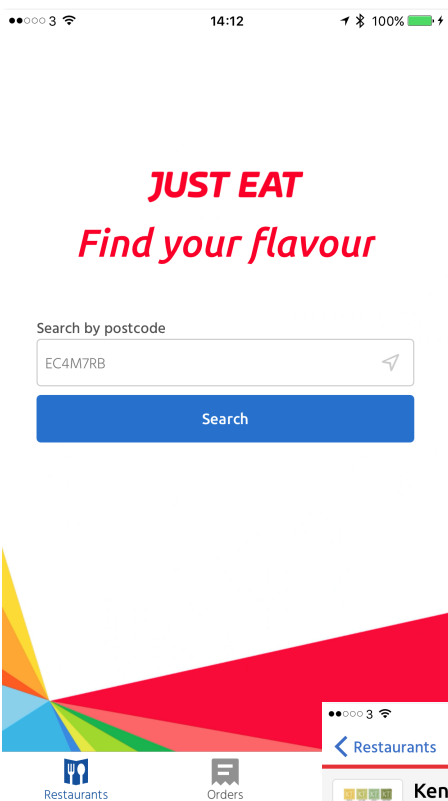
Client: JustEat

Role: Senior iOS Developer

Description: Fuss-free food delivered to your home or office.

Note: I worked in the UK Consumer app, mainly on Rebranding, Analytics, and Restaurants search.

Link: <https://itunes.apple.com/gb/app/just-eat-takeaway-food-delivery/id566347057?mt=8>





Name: Crowdmix

Device: iPhone

Client: Crowdmix

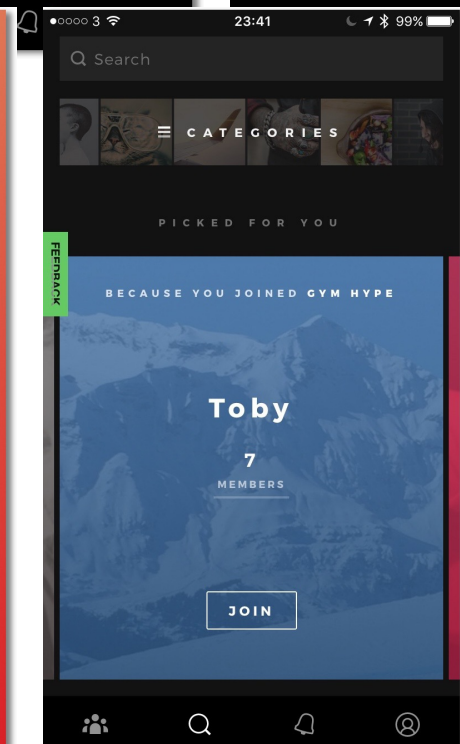
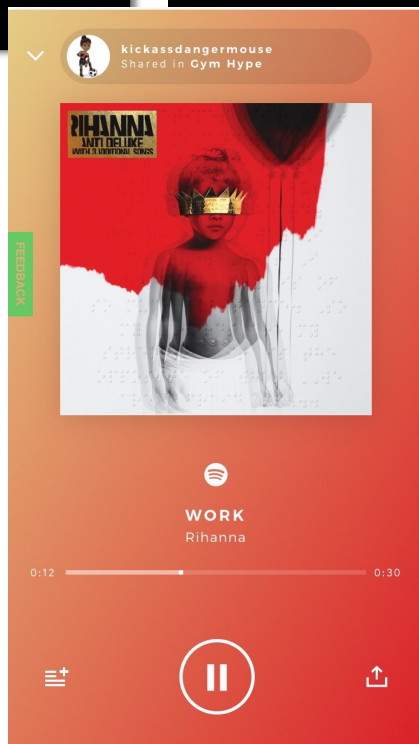
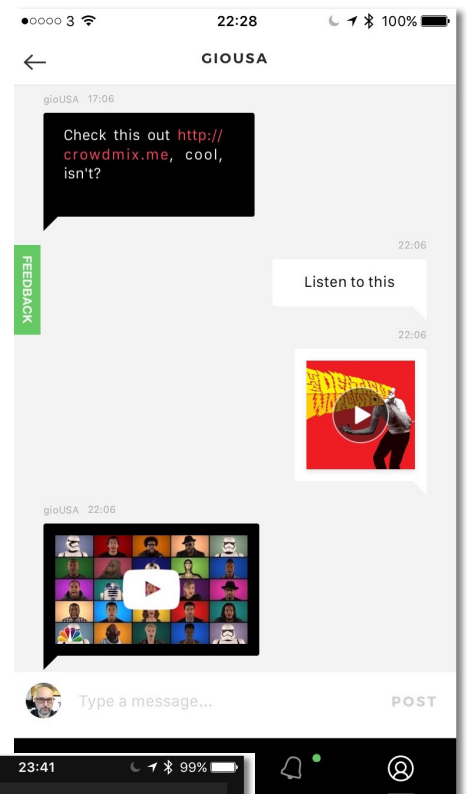
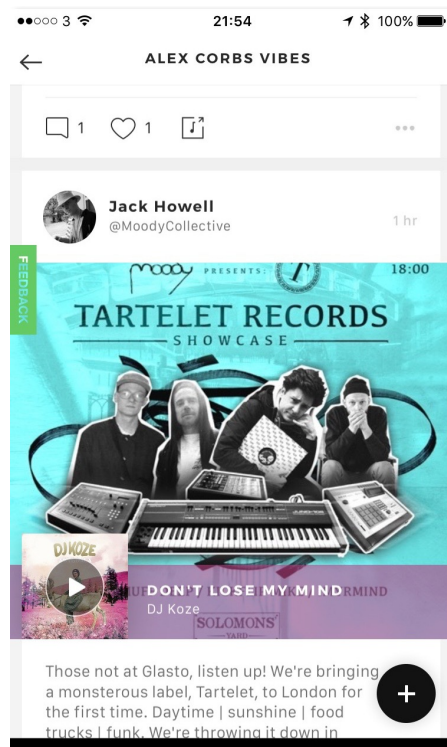
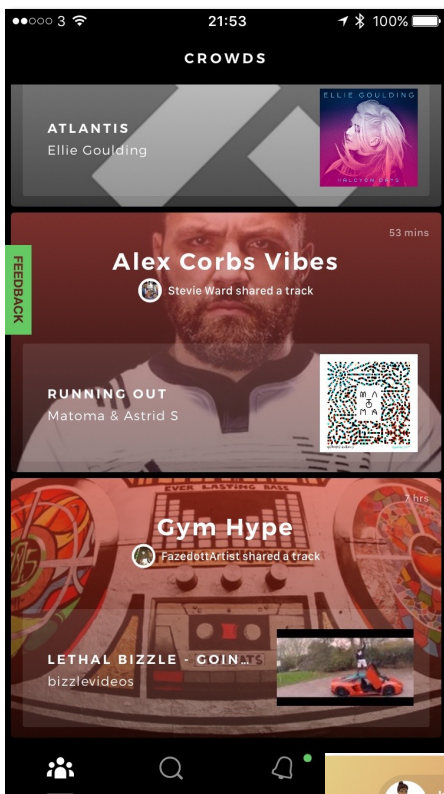
Role: Senior iOS Developer

Description: Find music through people, find people through music

Note: Discover and share tracks, post cool stuff and chat about it.

Implemented using VIPER.

Link: <https://itunes.apple.com/gb/app/crowdmix/id1036709095?mt=8>





Name: Shapess

Device: iPhone

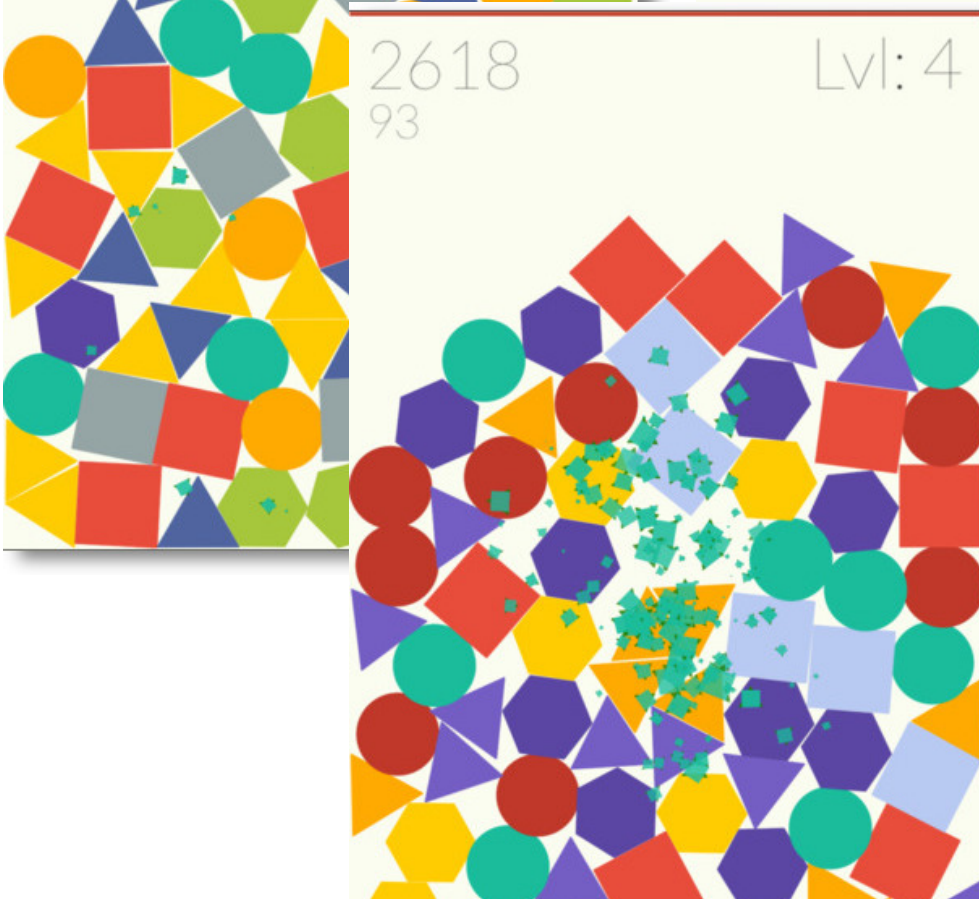
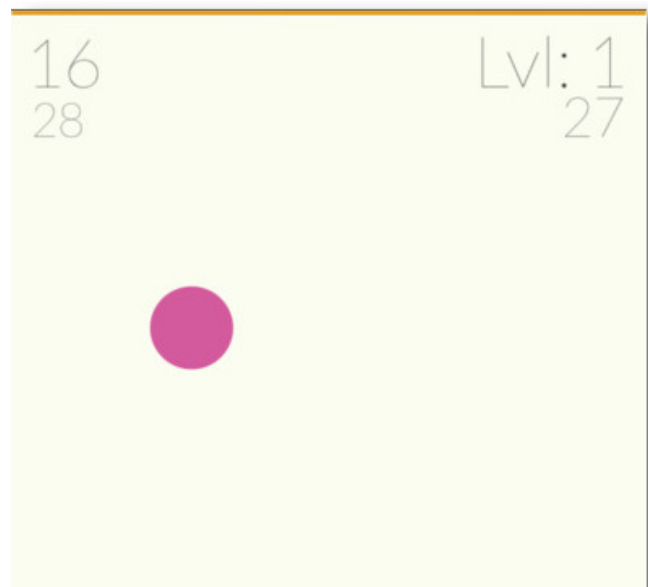
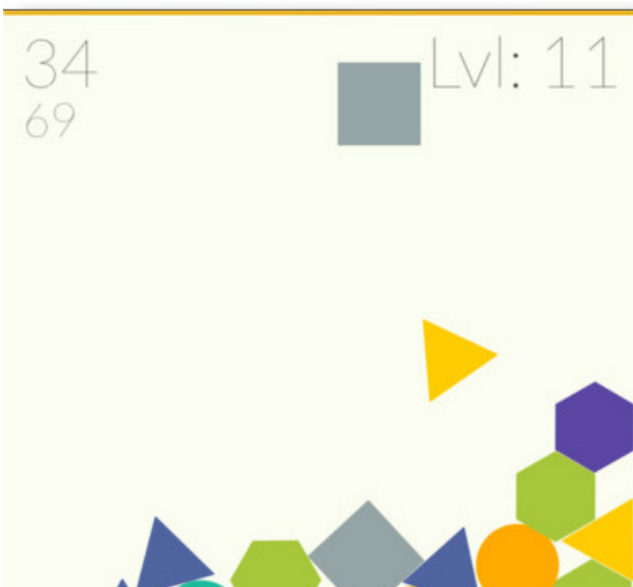
Client: Internal

Role: Sole iOS Developer

Description: A game about crushing gems.

Note: Implemented using SpriteKit and Swift.

Link: <https://itunes.apple.com/gb/app/shapess/id1110061791?mt=8>





Name: Getaway

Device: iPhone

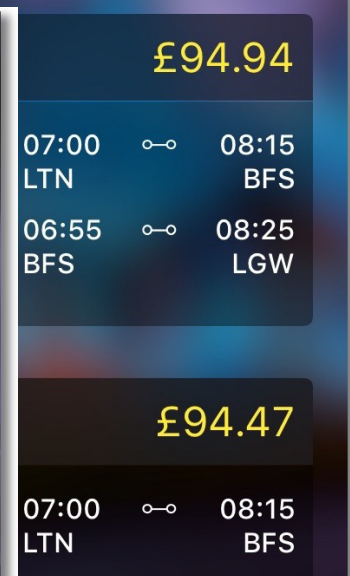
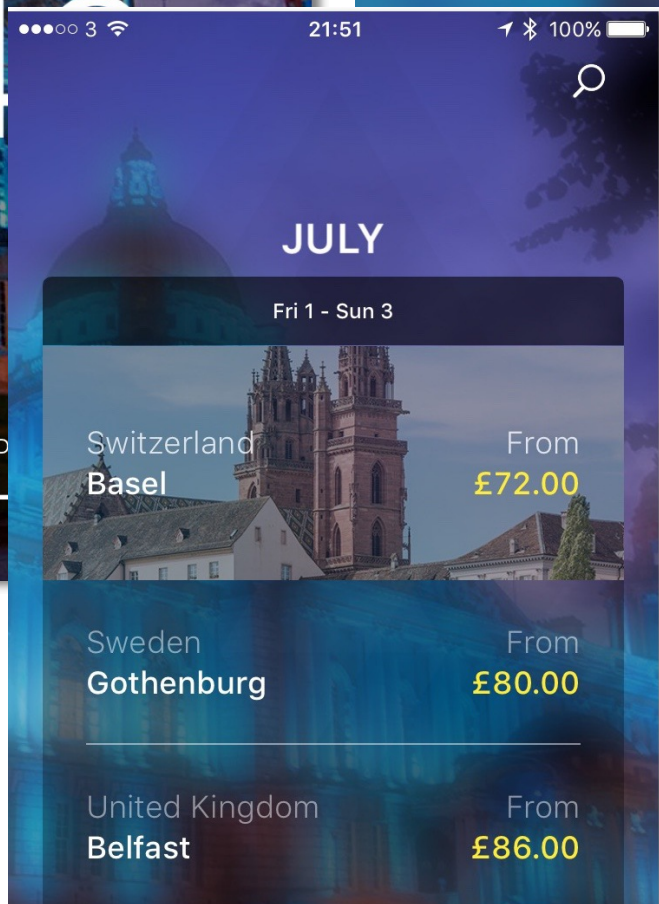
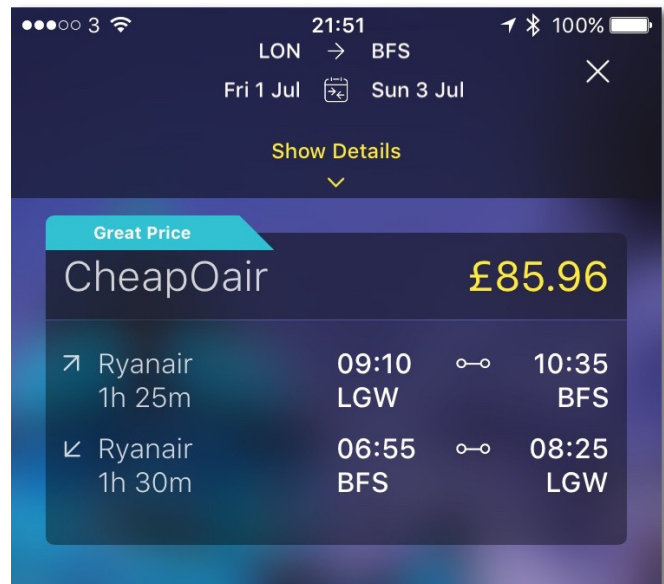
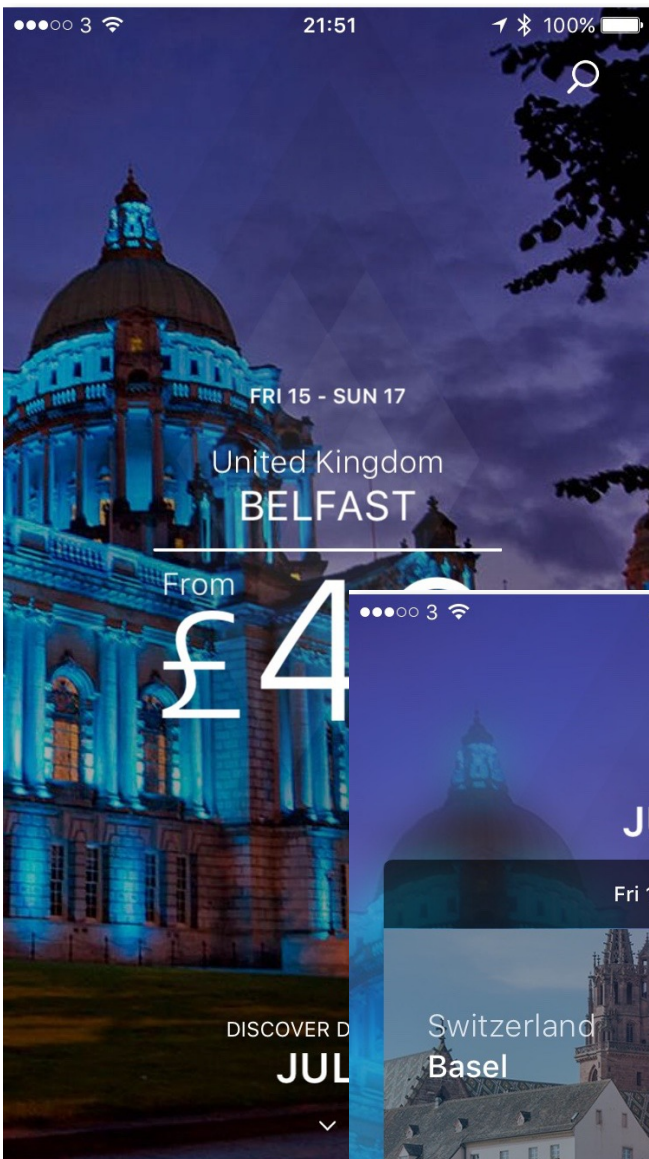
Client: Open Reply

Role: Technical Leader

Description: Weekend Deals Search App

Note: Internal App implemented with great care to UI, using Lean UX methodology

Link: <https://itunes.apple.com/gb/app/getaway-weekend-deals-holiday/id1024618487?mt=8>





Name: Delahize

Device: iPhone/iPad

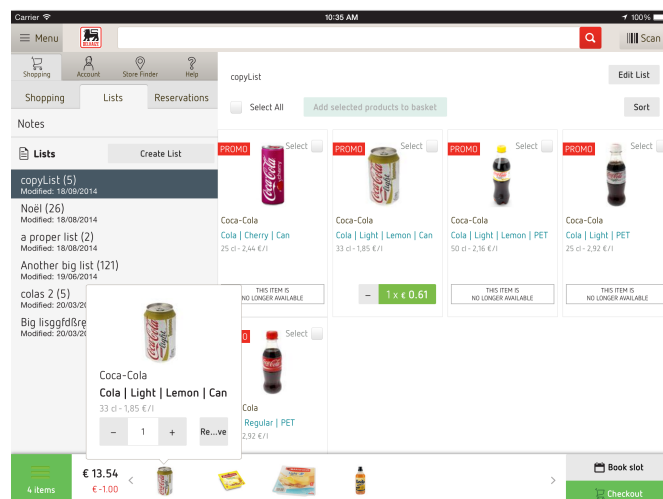
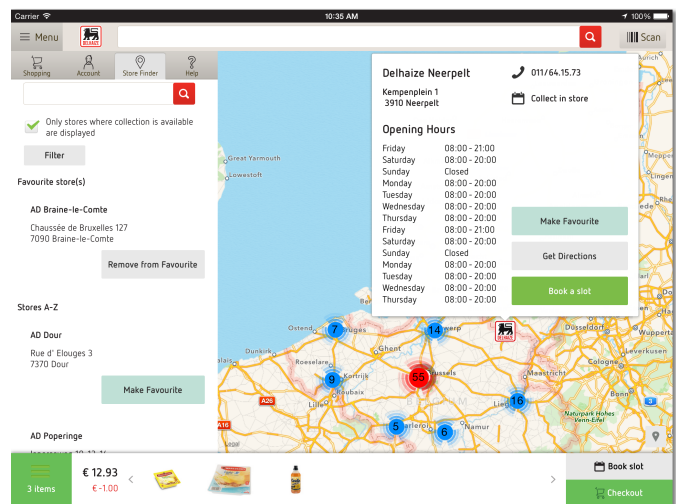
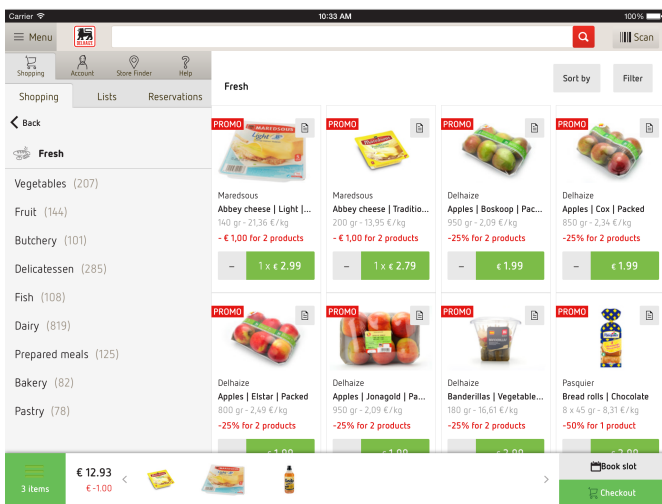
Client: Delhaize

Role: Technical Leader

Description: Ecommerce grocery app

Note: Delhaize is the main grocery company of Belgium; this is the rewrite of their iPad and iPhone grocery app. Architecture based on MVVM

Link: <https://itunes.apple.com/gb/app/delhaize/id426414240?mt=8>





Name: BespokyShopper

Device: iPad

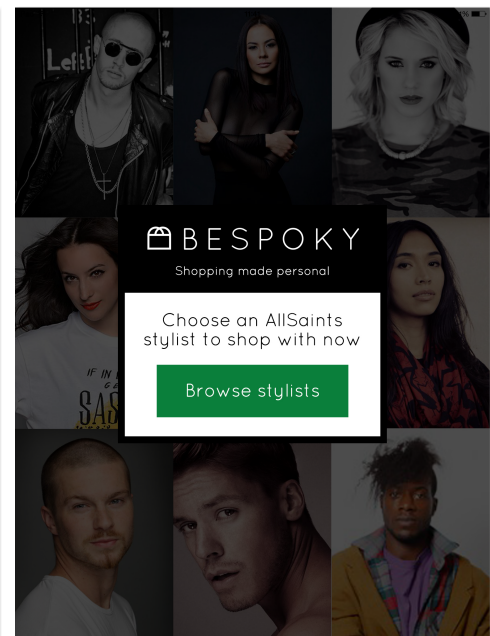
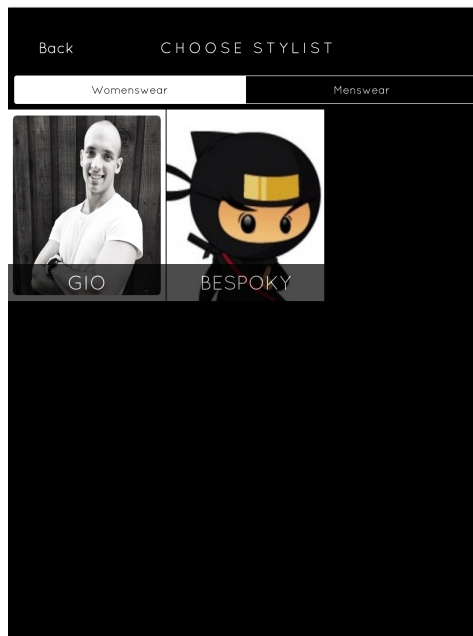
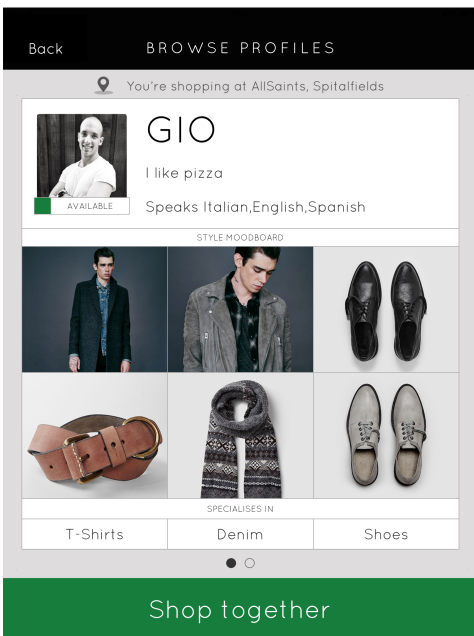
Client: Bespoky

Role: Sole developer

Description: App for booking stylists in fashion shops

Note: Made in Swift and reactive programming

Link: --





Name: BespokyAdmin

Device: iPhone

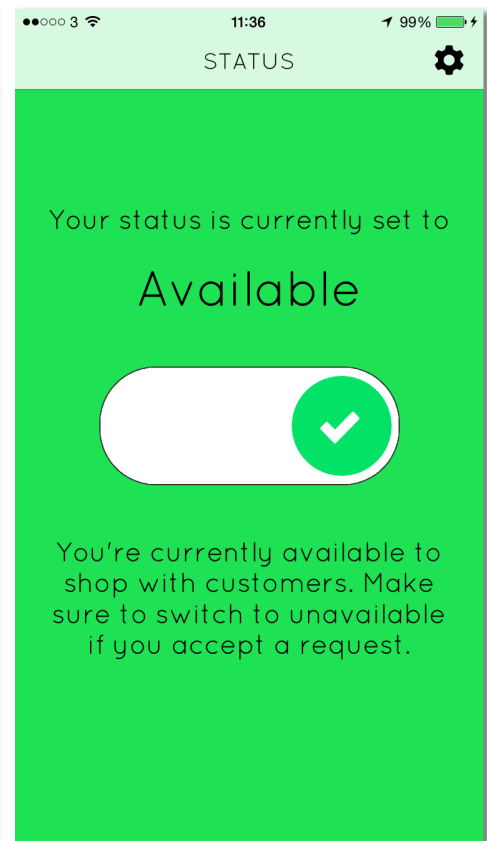
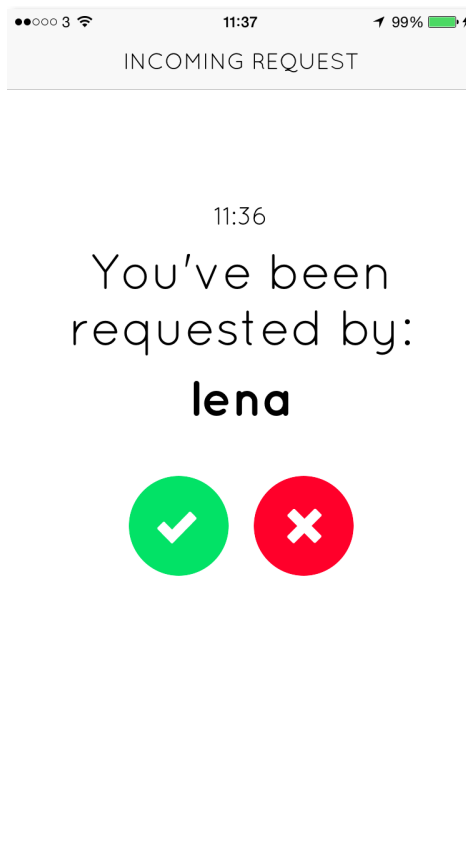
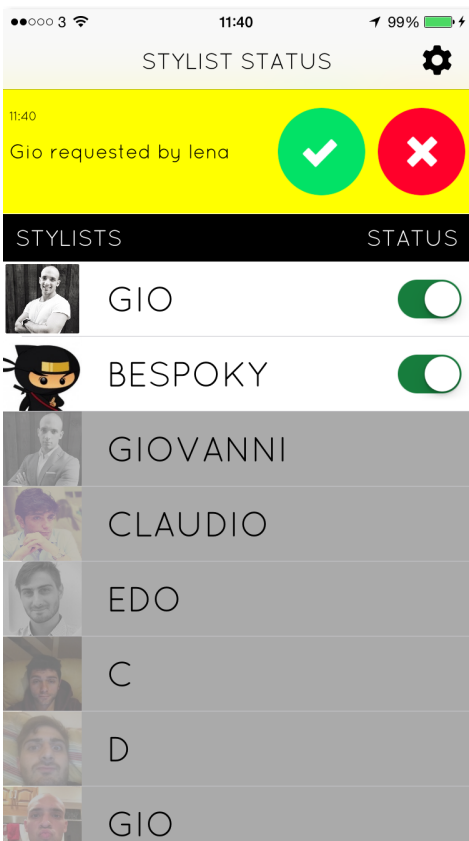
Client: Bespoky

Role: Sole developer

Description: App for store manager and stylist for fashion shops

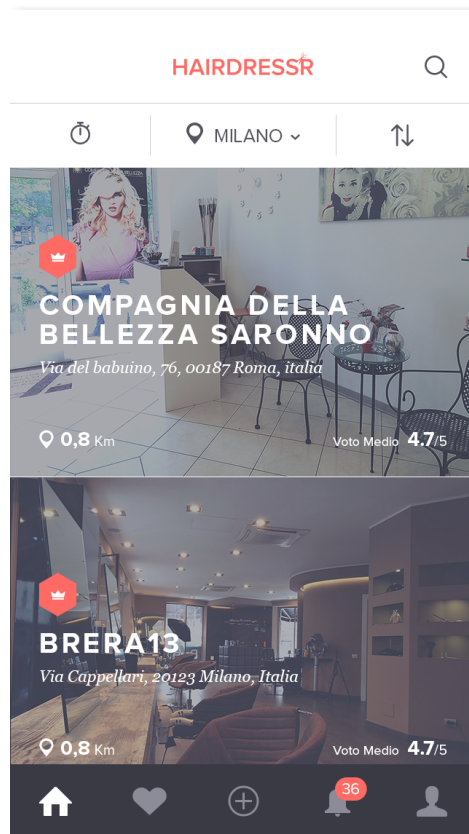
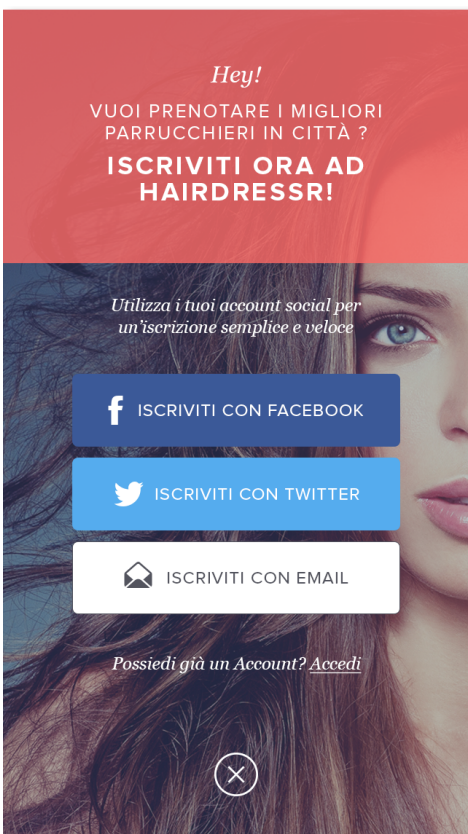
Note: Made in Swift and reactive programming

Link: --





Name: Hairdressr
Device: iPhone
Client: Hairdressr
Role: Sole developer
Description: Find and book hairdressers app
Note: First real app developed in Swift
Link: --





4.
Bluetooth®

Name: PassePartout

Device: iPhone

Client: Plugg

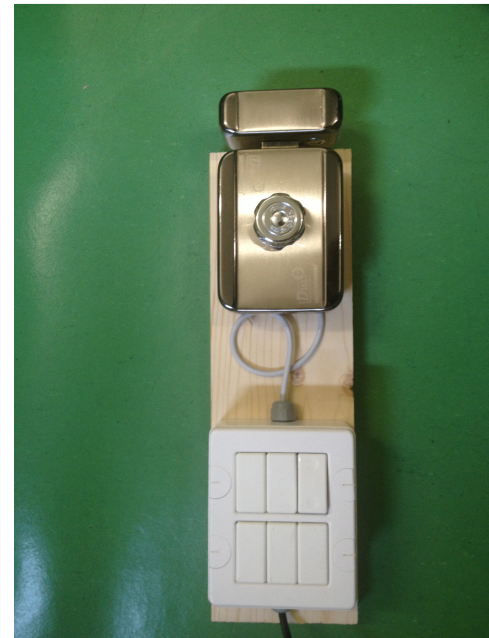
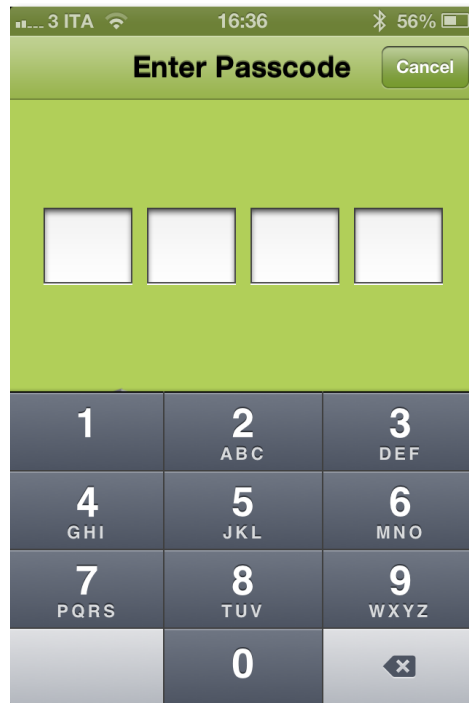
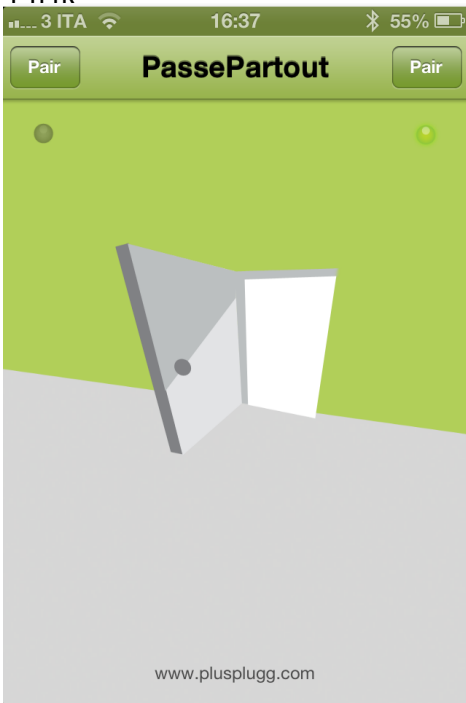
Role: Team Leader

Description: Management App for the BluetoothLowEnergy device

PassePartout

Note: PassePartout is "smart lock" prototype; in addition to the app, a web site manages the authorization, the creation of owners and guests, as well as the management of access log and key validity

link: --





Name: Vortice Nordic

Device: iPhone

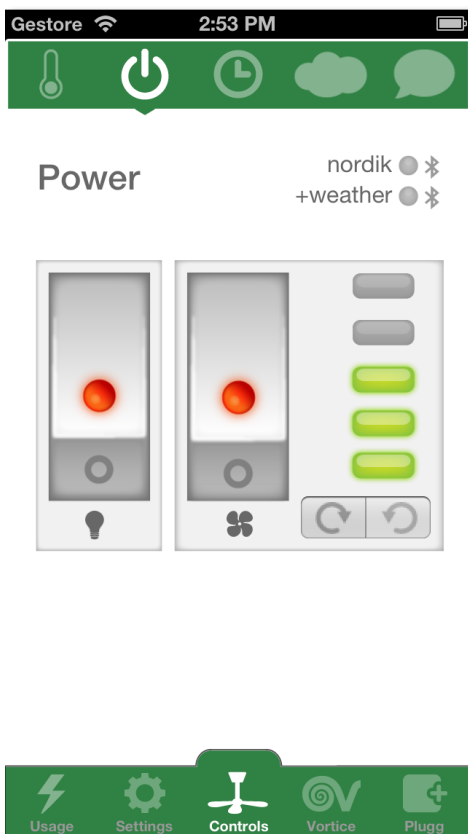
Client: Plugg

Role: Team Leader

Description: Companion App for the "smart ventilator" Nordic produced by Vortice-PluggConnect

Note: Nordic is one of the the smart appliance series produced by Vortice-PluggConnect; the series includes a stove, two kind of heaters, a ventilator and a heat exchanger, all controlled via Bluetooth Low Energy

Link: --





4.0
Bluetooth

Name: +weather

Device: iPhone

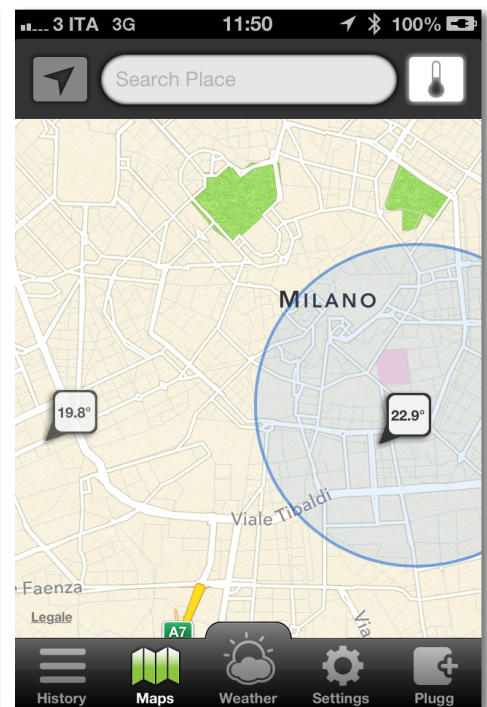
Client: Plugg

Role: Team Leader

Description: +weather is a complete community weather station that records air temperature, atmospheric pressure and humidity on your iPhone via BluetoothLowEnergy and shows them in a map

Note: Our advanced BluetoothLowEnergy product: imagine Neatmo with BTLE or Oregon Scientific crowdsourced

Link: <https://itunes.apple.com/en/app/+weather/id592119005?mt=8>





4.0
Bluetooth®

Name: +ruler

Device: iPhone

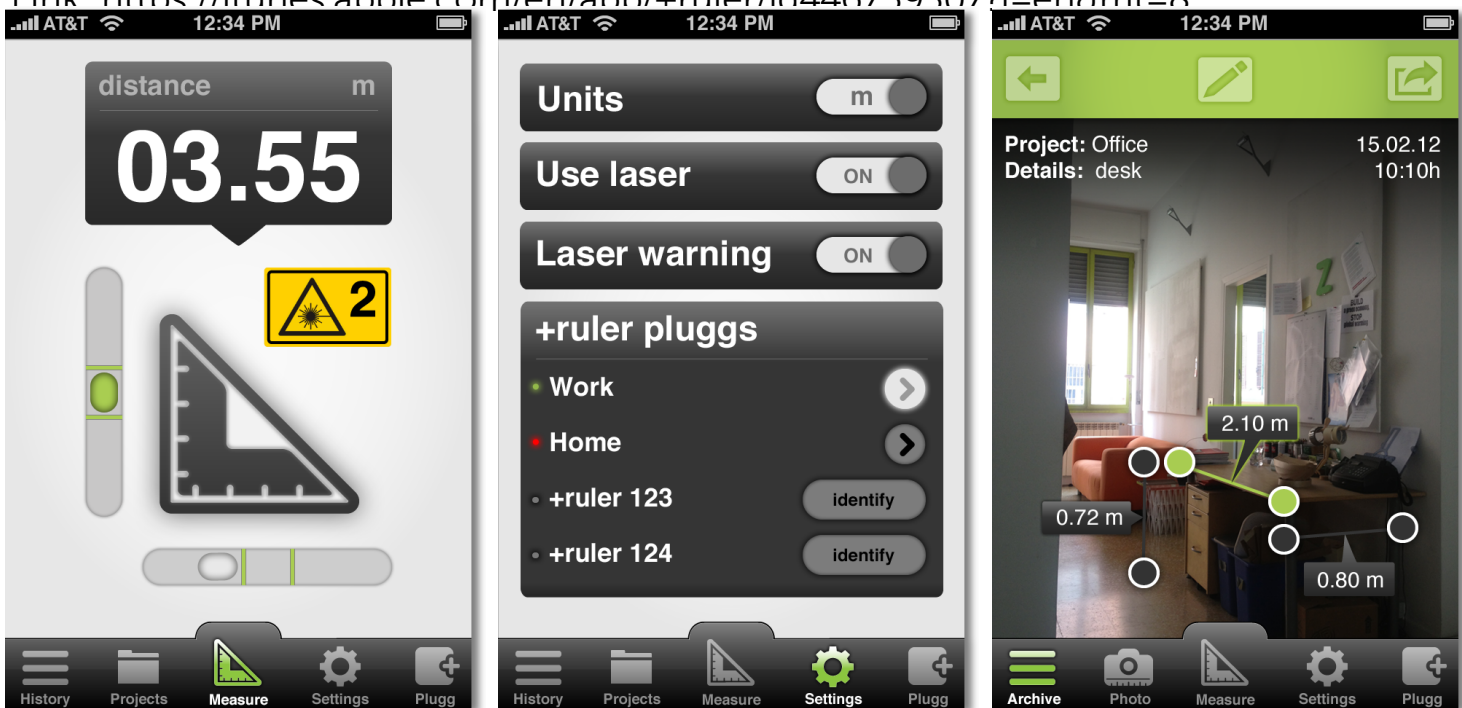
Client: Plugg

Role: Team Leader

Description: +ruler app used in combination with +ruler accessory lets you quickly measure any room, then snap a photo, and place the real dimensions.

Note: +ruler is a ultrasonic distance measuring, controlled via Bluetooth Low energy; it's targeted to architects or designers

Link: <https://itunes.apple.com/en/app/+ruler/id446759307?l=en&mt=8>





4.
Bluetooth®

Name: +invaders

Device: iPhone

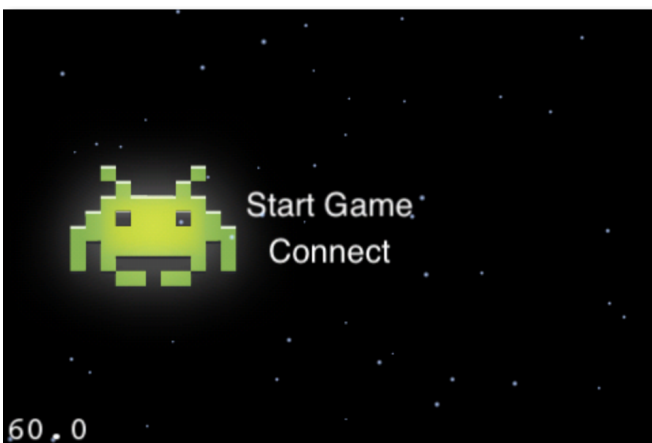
Client: Plugg

Role: Sole Developer

Description: Demo app for +ruler

Note: All our device are built using internal sdk; we wrote this to check how simple is to write different app using the same device. Btw, the game is very nice and it can be played with the AppleTV using the +ruler accelerometer, as a low cost console station.

Link: -





Name: +garage

Device: iPhone

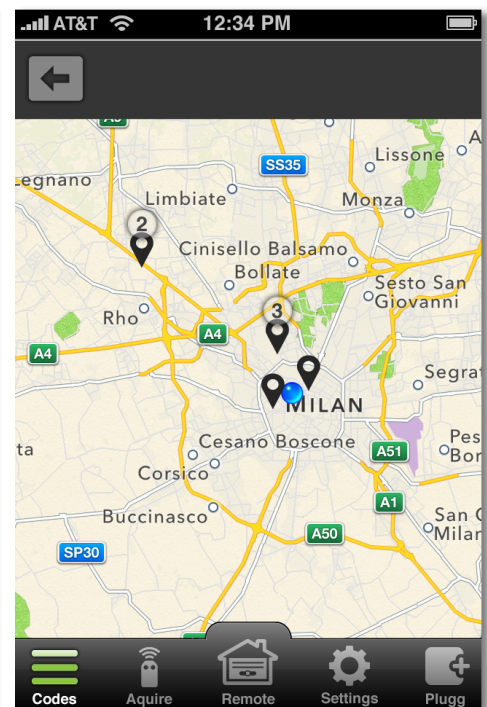
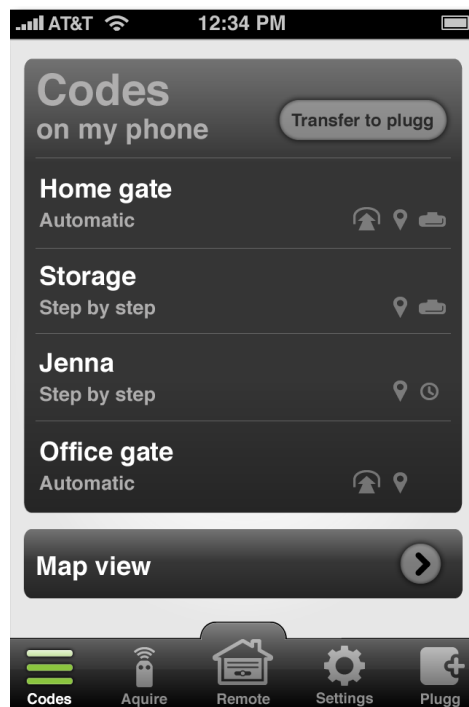
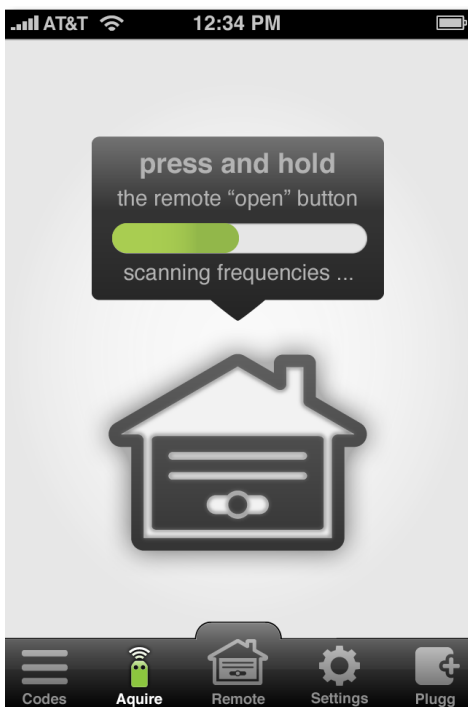
Client: Plugg

Role: Team Leader

Description: +garage companion app

Note: +garage is a 433-868 MHz remote controlled, which can acquire the codes from original remote controllers and become "smart": it can open the gate when you are near it, invite with temporary codes some friends etc

Link: <https://itunes.apple.com/en/app/+garage/id446759171?l=en&mt=8>





Name: +thermometer

Device: iPhone

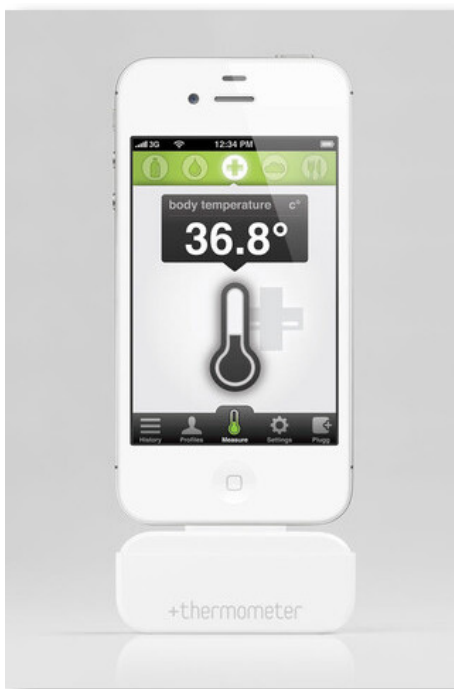
Client: Plugg

Role: Team Leader

Description: +thermometer companion app

Note: +thermometer is a infrared device MFi wired

Link: <https://itunes.apple.com/en/app/+thermometer/id446750435?mt=8>





Name: +battery

Device: iPhone

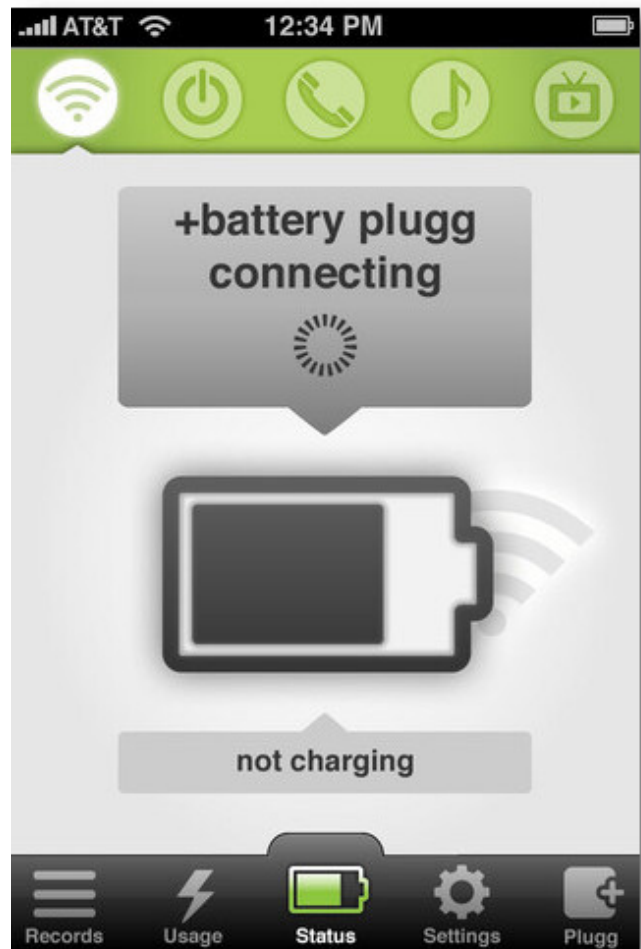
Client: Plugg

Role: Team Leader

Description: +battery companion app

Note: +battery is emergency battery device MFi wired

Link: <https://itunes.apple.com/en/app/+battery/id446759033?mt=8>





Name: +bodyscale

Device: iPhone

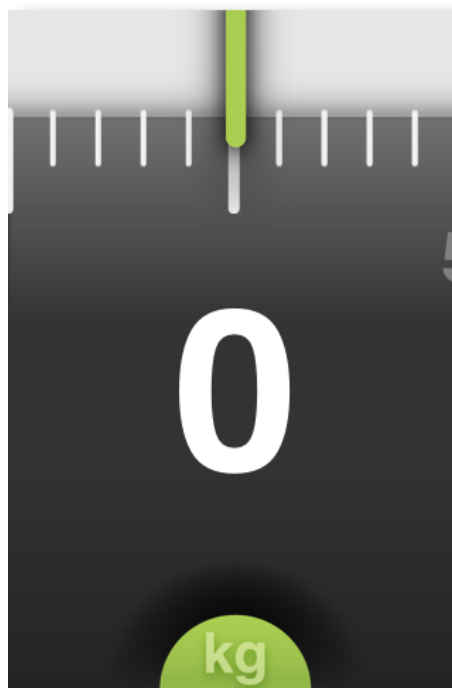
Client: Plugg

Role: Team Leader

Description: +bodyscale

Note: +bodyscale is a Withings scale without the trouble of wifi setup, it is a device wired MFi

Link: <https://itunes.apple.com/us/app/+bodyscale-plugg/id633389449?mt=8>





Name: Fimm

Device: iPhone

Client: Plugg

Role: Sole Developer

Description: Enterprise App for automatic reading of gas and water meter for agents

Note: In addition to the management of the workflow, which is custom for different agencies, it provides an advanced pattern recognition engine, based on OpenCv and GPUImage to read the measures of the meters using the camera of the iPhone

Link: Enterprise App





Name: YooDeal

Device: iPhone

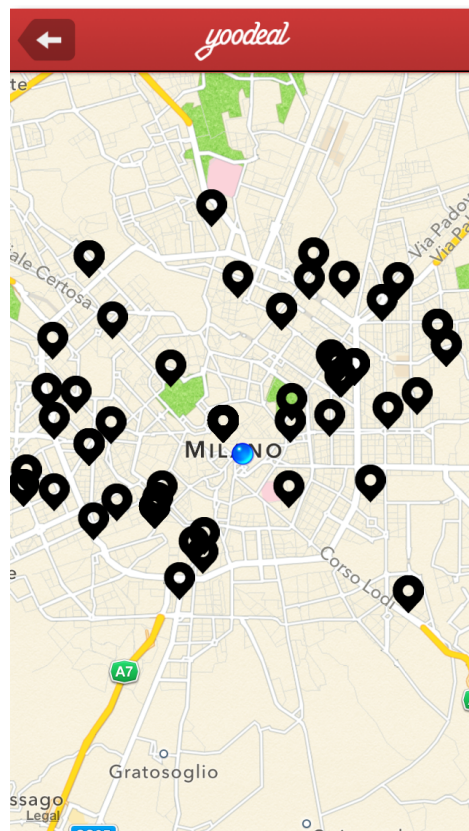
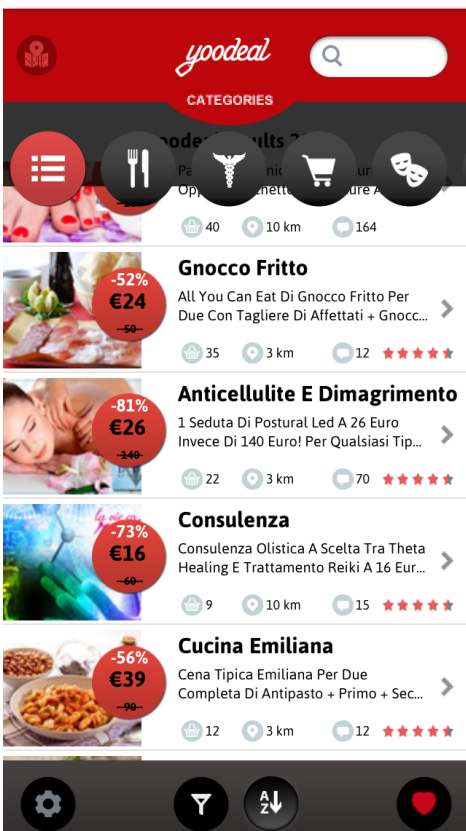
Client: YooDeal

Role: Developer

Description: Official App for YooDeal, a coupons search engine

Note: Classic Mission Impossible: previously built by an external agency, they ran out of time and delivered an incomplete big ball of mud; I took the ownership, cleaned, added features and released it

Link: --





Name: DoNotDisturb

Device: iPhone

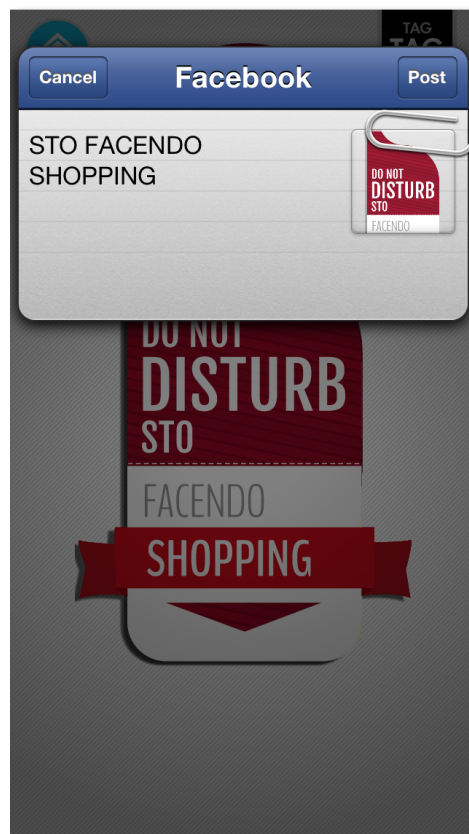
Client: Condé Nast

Role: Sole Developer

Description: Support for a marketing campaign for Condé Nast

Note: Common Marketing app with a switch: the hangers are implemented in CocoaTouch, integrating UIKit and Box2D to have the physics responding components (as in iOS 7)

Link: <https://itunes.apple.com/it/app/do-not-disturb/id595991481?mt=8>





Name: TreUp

Device: iPad

Client: Internal

Role: Sole Developer

Description: H3g configuration and management app, for customer contracts in sale points

Note: To retrieve and clean the acquired images of contracts or identity cards, it makes use of Kofax library

Link: App Enterprise

Menu PDA

V. Rate Anomale per 9000770268

Data inserimento ordine: 24/11/2011

9000770268 Num. msisdn: 8

ALTHEA S.R.L. +393938969130, COD. FISC/P.IVA: 02067090981 Data inserimento ordine: 31/12/2011	Up. id: 1063	+
BERND SVOBODA +39392640662, COD. FISC/P.IVA: SVBBND43E03Z112M Data inserimento ordine: 04/06/2012	Up. id: 1087	+
MARIA MADDALENA MANERBA +393926785733, COD. FISC/P.IVA: MNRMMMD49R45D284K Data inserimento ordine: 15/06/2012	Up. id: 1092	+
EX SENSE CAFE SRL S.R.L. +393939740621, COD. FISC/P.IVA: 03356780985 Data inserimento ordine: 11/01/2013	Up. id: 1101	+
CLAUDIO DALLA ROSA +393924049302, COD. FISC/P.IVA: DLLCLD65L14F205K Data inserimento ordine: 12/01/2013	Up. id: 1031	+
SAMAN KUMARA MAHA ARACHCHIGE +393934283526, COD. FISC/P.IVA: MHR5NK75R10Z2081	Up. id: 1008	+

V. Rate Anomale V. Rate Mancanti Std. Anomale Std. Mancanti

Menu PDA

V. Rate Anomale per 9000770268

9000770268 Num. msisdn: 8

Tipo Operazione ATTIVAZIONE
Codice POS 9000770268
Nome/Ragione BERND
Cognome SVOBODA
Codice fiscale SVBBND43E03Z112M
PIVA Customer
PIVA Persona Giuridica
MSISDN +39392640662
Data Attivazione 04/06/2012
Data Inserimento Ordine 04/06/2012
Doc. Identita / Visura camerale Incompleto
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Esito controllo qualità

V. Rate Anomale V. Rate Mancanti Std. Anomale Std. Mancanti



Name: Darkmine

Device: iPhone

Client: Internal

Role: Sole Developer

Description: Diamond Dash with the physics

Note: Casual game with a strategic switch (you can move the iPhone to make the blocks fall and create new clusters), but frantic: each block must be "tapped" several times before it explodes; based on Cocos2d and Box2d

Link: --





Name: Christmas Robbery

Device: iPhone

Client: Internal

Role: Sole Developer

Description: Christmas Casual game

Note: Made with friend illustrator in less than a week, working nightly; it is based on Cocos2d

Link: <https://itunes.apple.com/gb/app/christmas-robbery-hit-grinch!/id483642484>





Name: Lulu Tree

Device: iPhone

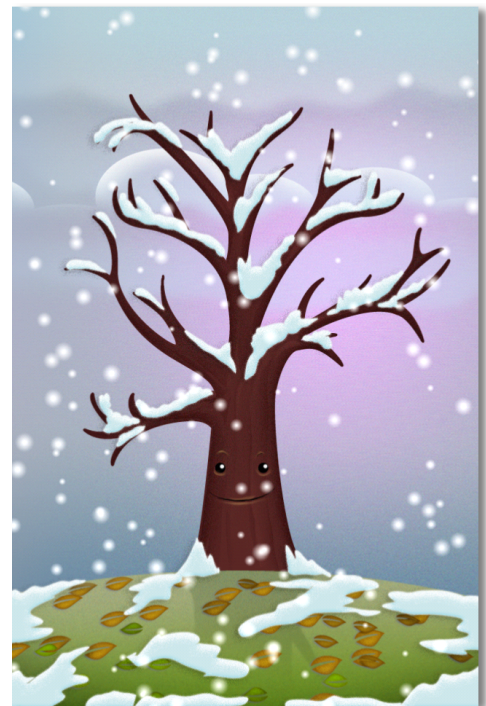
Client: Internal

Role: Sole Developer

Description: Educational app to teach the seasons flow to 2-6 years kids

Note: Concept by a professional educator; based on Cocos2d and Box2d

Link: <https://itunes.apple.com/gb/app/lulu-tree/id471812710?mt=8>





Name: Essenza del Rock

Device: iPhone

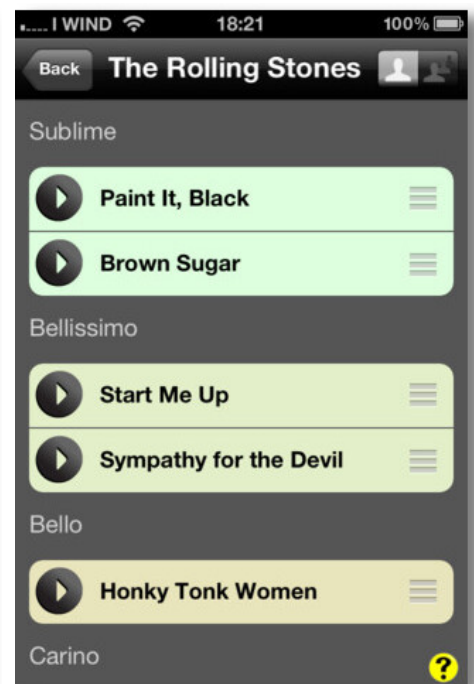
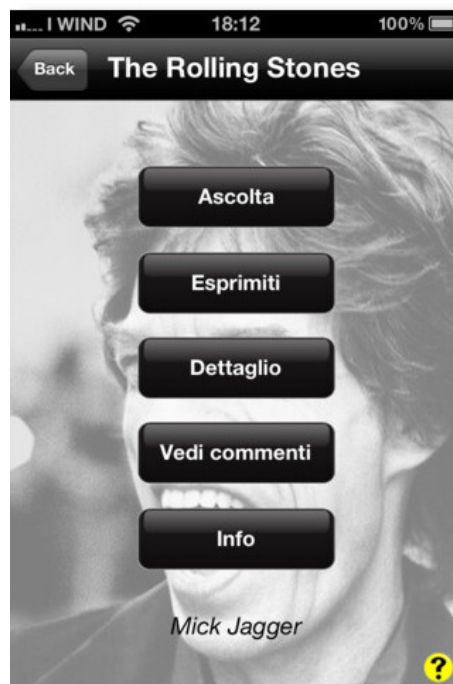
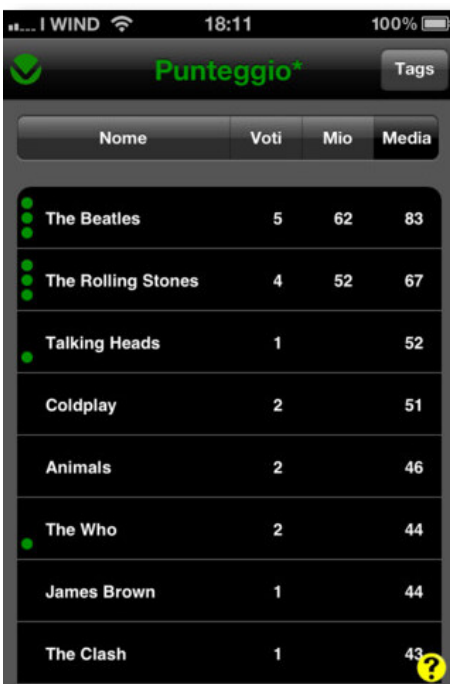
Client: Veespo

Role: Team Leader

Description: Sample App using the rating engine of <http://veespo.com>

Note: I designed and developed the first version of Veespo mobile Sdk

Link: <https://itunes.apple.com/it/app/id548629319?mt=8>





Name: Due Spaghi

Device: iPhone

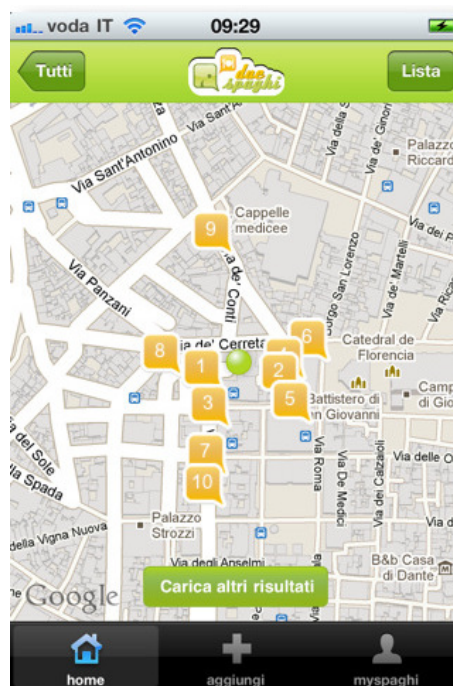
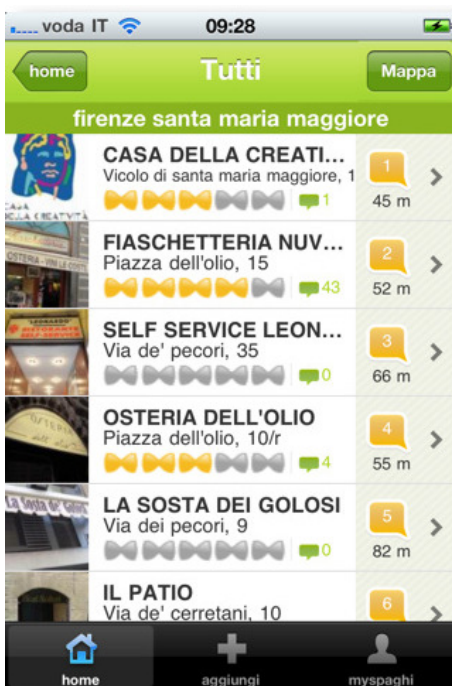
Client: Tranquo

Role: Sole Developer

Description: Official App for <http://www.2spaghi.it>

Note: App for the geolocalized restaurants search engine 2spaghi, one of the first italian startup

Link: <https://itunes.apple.com/it/app/2spaghi/id431969917?mt=8>





Name: CityNews

Device: iPhone

Client: Tranquo

Role: Sole Developer

Description: Official app for <http://citynews.it>

Note: Citynews is a local electronic newspaper with more than 20 editions; the challenge was to make the content available in case of bad network, using caches and prefetching

Link: <https://itunes.apple.com/it/app/citynews/id381723365?mt=8>





Name: Corneliani

Device: iPhone e iPad

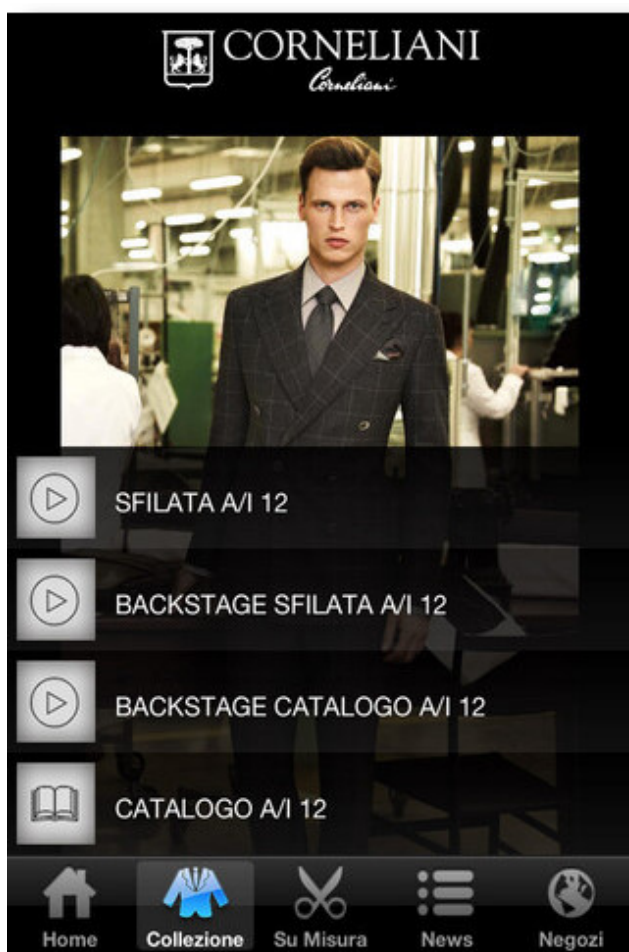
Client: Tranquo

Role: Team Leader

Description: Catalogue App for <http://www.corneliani.com>

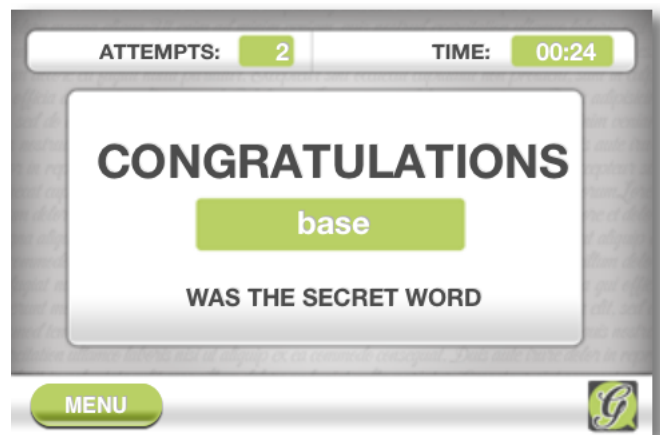
Note: -

Link: <https://itunes.apple.com/it/app/corneliani/id467058393?mt=8>





Name: Get The Word
Device: iPhone
Client: Tranquo
Role: Sole Developer
Description: Words Casual Game
Note: -
Link: -





Name: Nexta Arte Suite

Device: iPhone

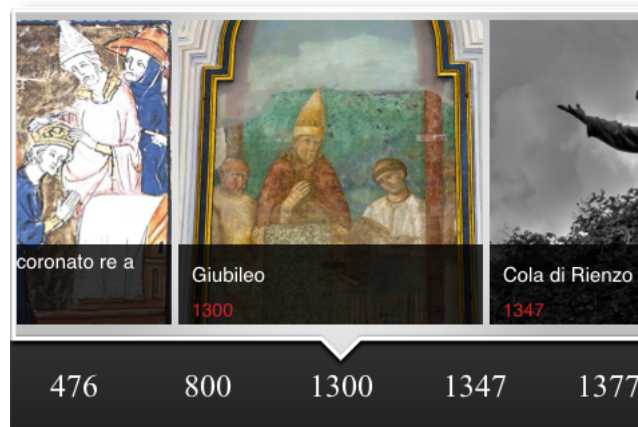
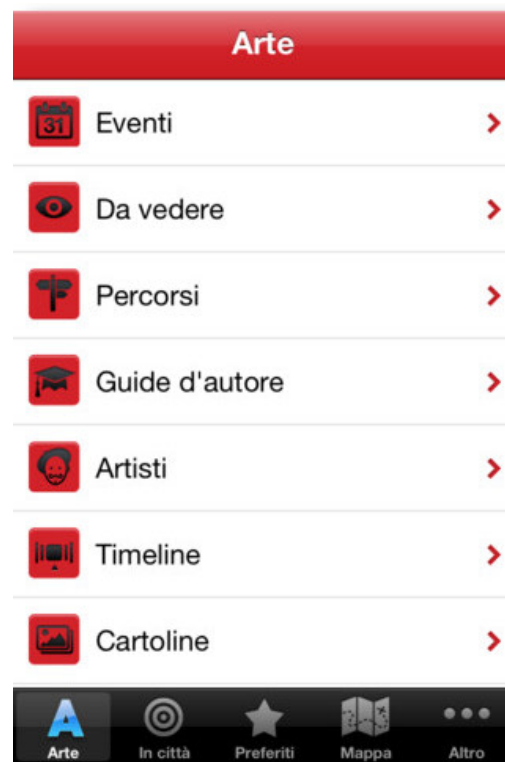
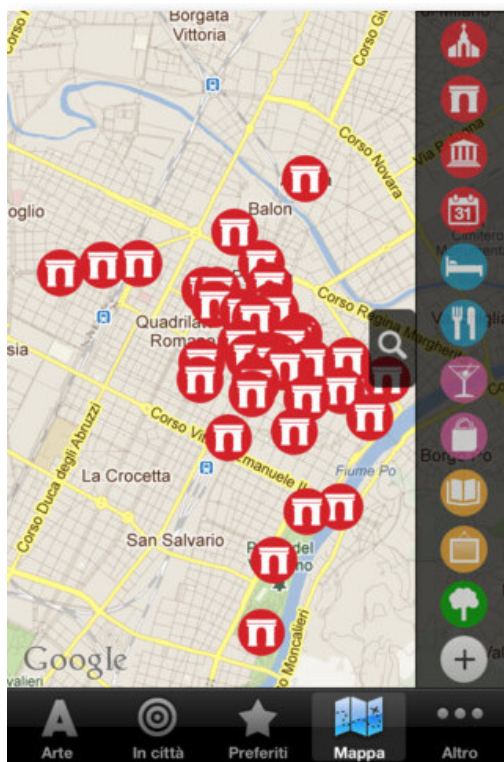
Client: Tranquo

Role: Team Leader

Description: Guidebooks for <http://www.arte.it>

Note: Arte.it is a market leader for "artistic" guidebooks in Italy; we created an engine to build different apps changing only a configuration file

Link: <https://itunes.apple.com/it/artist/nexta-srl/id473553498>





Name: SuperEnalotto

Device: iPhone

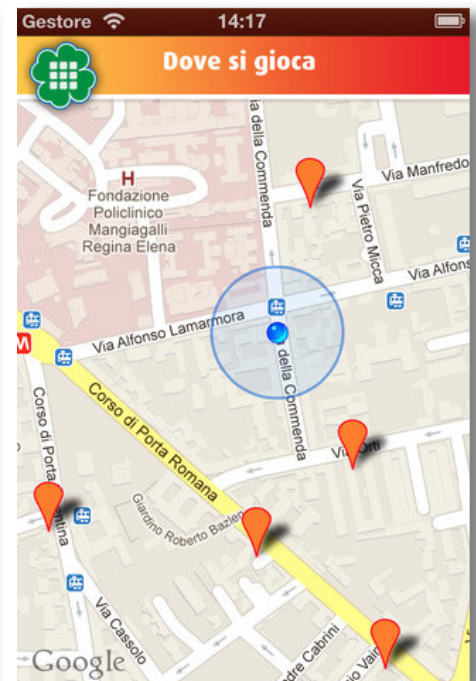
Client: Sisal

Role: Sole Developer

Description: Sisal official App for the check of the results

Note: In addition to a way to create tickets to play, the sale points near you, it contains a pattern recognition engine to read the ticket code without going to the sale point

Link: <https://itunes.apple.com/it/app/superenalotto-sisal/id531145983?mt=8>





Name: SuperEnalotto

Device: Android

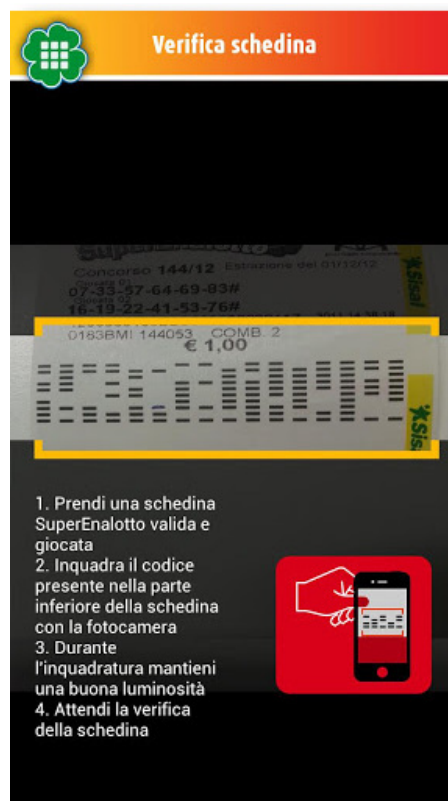
Client: Sisal

Role: Technical Manager

Description: Sisal official App for the check of the results

Note: An Android rewrite of iOS counterpart

Link: <https://play.google.com/store/apps/details?id=com.toodev>





Name: Sudoiku

Device: Android

Client: Internal

Role: Sole Developer

Description: Nice graphics Sudoku app

Note: I wrote it to learn Android Sdk (1.2!). I even released the source:

<https://github.com/gscalzo/Sudoiku>

Link: <https://play.google.com/store/apps/details?id=com.rubberdroid.sudoiku>

