

STEFANO SISTO

Passion, responsibility and the desire to make a real difference.

iOS Tech Lead · Lead Software Engineer

Naples, Italy · [+39 349 439 6718](tel:+393494396718) · stefanosisto.dev@gmail.com · [LinkedIn: linkedin.com/in/stefisto](https://www.linkedin.com/in/stefisto)

Availability: on-site, hybrid or remote in Naples · Remote only elsewhere

APPLE DEVELOPER ACADEMY ALUMNI · WWDC 2017 SCHOLARSHIP WINNER

LEAD iOS hands-on development · mobile architecture · technical leadership

HARD SKILLS Swift · SwiftUI · UIKit · accessibility · SPM · CI/CD

SOFT SKILLS Leadership · Creativity · Perseverance · Mentoring · Autonomy

01 PROFESSIONAL PROFILE

Hands-on iOS Tech Lead with an established track record of building and evolving mobile products. Architecture and Swift development using UIKit/SwiftUI remain central to the role, alongside product delivery, stakeholder coordination and people development. Technical lead for the Poste Business iOS client at Capgemini, with cross-functional product coordination and a solid full-stack background supporting collaboration with Android, backend and cloud teams. Focused on product environments that combine technical depth, ownership and team autonomy.

02 KEY SKILLS

iOS & mobile — Swift, SwiftUI, UIKit, SwiftData, AVFoundation, StoreKit 2, React Native, Xcode, TestFlight, VoiceOver.

Architecture & quality — MVVM, Coordinator, Clean Architecture, modularisation, dependency injection, Swift Concurrency, REST API, SPM, Git, Swift Testing, XCTest, XCUITest.

Delivery & leadership — CI/CD, Fastlane, Jenkins, SonarQube, SwiftLint, People Management, mentoring, stakeholder management, estimation, UAT, incident management, Scrum, Kanban, Jira.

Full stack & cloud — React, Redux, Angular, JavaScript, TypeScript, Java, AWS serverless.

03 PROFESSIONAL EXPERIENCE

CAPGEMINI · Naples · Mar 2024–present

Lead Software Engineer – Managing Consultant · iOS Tech Lead

People Manager · concurrent role since Jan 2025

Joined as Senior Software Engineer / iOS Team Leader · Lead Software Engineer since Feb 2026

CASE STUDY 01 POSTE BUSINESS

B2B financial product · iOS Tech Lead

Poste Italiane app for professionals and SMEs, available on iOS and Android with over 100,000 downloads; approximately 200 screens and typically quarterly releases.

- Designed and led the incremental migration of approximately 200 screens from UIKit to SwiftUI between April 2025 and March 2026, maintaining release continuity. The production iOS client now uses SwiftUI throughout, with a modular MVVM + Coordinator architecture and dependency injection.
- Created reusable SwiftUI components and modernised dependency management with Swift Package Manager, prioritising Apple frameworks and APIs.
- Led accessibility improvements: semantics through `accessibilityLabel` and `accessibilityHint`, adaptive text, orientation support and dynamic-height layouts to prevent clipping and truncation; validated with VoiceOver, Accessibility Inspector, and static and dynamic testing.
- Resolved local and CI build blockers within the project by separating Simulator and Device Xcode targets, isolating device-only dependencies and updating Fastlane lanes. The Jenkins pipeline runs XCTest unit tests and reports metrics to SonarQube.
- Managed client engagement and delivery through estimation, functional analysis, validation, UAT, incidents, hotfixes and production issues, coordinating iOS, Android and backend teams.
- Led five junior, mid-level and senior developers through mentoring, one-to-ones, goals and feedback. Introduced Scrum, task breakdown and parallel work to build autonomy and maintain client and delivery continuity in the lead's absence.
- Represented Capgemini at events and career guidance initiatives, including App Challenge and Distretto Scuola Lavoro, sharing technical experience and perspectives on professional development.

03 PROFESSIONAL EXPERIENCE · CONTINUED

SKYIT S.R.L. · Rome · Jan 2018–Mar 2024

Web & iOS Developer

Joined as an apprentice Programmer Analyst, progressing from web development with AngularJS, KnockoutJS, Angular and React to frontend architecture, mobile development and independent estimation and delivery.

CASE STUDY 02 REACT FOUNDATION

Reusable frontend architecture · public-sector SPAs

- Designed a React/Redux foundation based on the Kit Italia template, with routing, state management, an API layer, authentication, i18n, error handling and shared components.
- Adopted by three developers and reused in at least four SPAs, including Albo Richiami, Piattaforma CQC and Omologazioni, focusing development on application-specific business logic and layouts.
- **iPatente / CIE** — Managed estimates and mobile delivery in a team of two; integrated CIE login with React Native.
- **Itabus / AWS** — Developed and maintained Java serverless integrations on AWS Lambda, API Gateway, CloudFormation, DynamoDB, Cognito, CloudWatch and S3, with features and fixes released to production.

FANTAPAZZ · concurrent freelance work · Dec 2017–Dec 2019

iOS Engineer · sole iOS developer

CASE STUDY 03 FANTAPAZZ FOR IOS

iOS app · direct collaboration with product leads

- Co-designed the Fantapazz iOS app with product leads and developed it from scratch in Swift.
- Managed the full iOS lifecycle — architecture, UI, integrations, releases and App Store publishing — through the first launch in summer 2018.

04 PERSONAL PRODUCT AND CONTRIBUTIONS

CASE STUDY 04 DEPOT

Personal iOS/iPadOS app · 2024–present

App for iPhone and iPad, available on the [App Store](#), to import, organise and play audio in a private library available offline.

- Developed in Swift 6 and SwiftUI, with a local-first MVVM + Coordinator architecture, SwiftData, AVFoundation, Swift Concurrency and a Share Extension. Adaptive Liquid Glass interface and unit, integration and UI tests.
- Developed audio editing features, in-app purchases using StoreKit 2, and on-device transcription and translation.

[PagoPA CIE · open-source contribution · 2021](#) — Italian and English technical documentation covering installation, NFC compatibility, APIs, events and error handling; pull request merged into the official repository.

05 EDUCATION

Master's Degree in Cybersecurity (Laurea Magistrale, LM-66) · In progress

Universitas Mercatorum · Enrolled Mar 2026 · Expected completion Mar 2027

Bachelor's Degree in Computer Science (Laurea Triennale, L-31)

Università degli Studi di Napoli Parthenope · Sep 2020 · 98/110

06 APPLE TRAINING AND CERTIFICATIONS

Apple Developer Academy · 2016/2017 · inaugural cohort at Università degli Studi di Napoli Federico II, in partnership with Apple · ranked 24th in the final admissions list for 200 places

WWDC 2017 Scholarship Winner · Apple · one of 350 scholarship recipients selected worldwide

[Professional Agile Leadership I \(PAL I\)](#) · Scrum.org · Mar 2026

BI Level B2 Certificate in ESOL International · British Institutes · Jul 2022

07 LANGUAGES

Italian Native · **English** B2 CEFR