

Daniele Margutti

Engineering Manager, Mobile Platform · Immobiliare.it · Rome, Italy

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Engineering Manager for the mobile platform at Immobiliare.it, Italy's largest real estate portal: three teams covering iOS, Android and the backend services behind them.

EU citizen, Rome · open to relocation and remote roles in Europe · Italian native, English professional

3

teams: iOS, Android, backend

500k+

app downloads a month

4M+

downloads of my open source libraries

8

years leading mobile teams

EXPERIENCE

Engineering Manager, Mobile Platform

Jan 2024 to present · Immobiliare.it

Platform strategy · Three teams · Developer experience

- Own the mobile platform across iOS, Android and Apps Backend Services: three teams, one roadmap, one set of standards.
- Ship a release train every two weeks to both stores, for apps downloaded 500k+ times a month on a portal with 20M+ monthly visits.
- Set architecture, delivery process and developer experience; hire and grow the leads who run the teams.

iOS Technical Leader

May 2018 to Dec 2023 · Immobiliare.it

Objective-C to Swift rewrite · Modular architecture · Four markets · Open source

- Rebuilt the iOS team from two to eight engineers and led it for five years.
- Rewrote the main app from Objective-C to Swift module by module, with no feature freeze, and modularised it into independent packages.
- Shipped one codebase to four markets (Immobiliare.it, Indomio.es, Spitogatos.gr, Immotop.lu), built the CI/CD the mobile teams still run on, and started the company's open source programme.

Senior Software Engineer

2017 to 2018 · IQUII

Sport · E-commerce · Banking · IoT

- Designed and built mobile products for clients across sport, e-commerce, banking and IoT, working side by side with the design team and mentoring the junior engineers.

Senior Software Engineer, then Project Manager

2015 to 2017 · MobileSoft

BNL BNP Paribas iOS client · First team of my own

- Built the official iOS client for BNL BNP Paribas.
- Moved to project manager on the Mediolanum Bank account, running two iOS and two Android engineers: the first time the job was the people and the plan, not the code.

Co-Founder

Sep 2012 to Aug 2015 · CreoLabs

Y Combinator interview, Winter 2014 · First Italian company invited

- Six of us building a visual IDE for mobile apps, with its own JS-like language, a real-time macOS designer and a device player.
- Y Combinator called us in for the Winter 2014 batch: first Italian company interviewed, not taken. The company did not survive; three years building a product from nothing taught me more than any job since.

Mobile	Swift · SwiftUI · UIKit · Objective-C · Swift Concurrency · iOS · Android
Platform	CI/CD · GitLab CI · Modular architecture · Backend for Frontend · API design · App Store and Play Store releases · Test automation · Observability · Developer experience
Open source	SwiftDate · RealHTTP · SwiftLocation · RealFlags · 4M+ downloads · 20k+ GitHub stars
Education	Computer Science, Sapienza University of Rome Electronics and Telecommunications, ITIS Celestino Rosatelli, Rieti