Francisco Depascuali

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Summary

Staff Software Engineer and engineering leader with 11+ years building products end to end across mobile, web, backend and AI agents. At Allo I led the technical direction of the mobile app while shipping across the stack and building the CI/CD and AI agents that changed how the whole company worked: crash-free sessions went from 80% to 99.9%, the app store rating from 2.0 to 4.5, and releases from one every 3 weeks to 3 per week. Before that, I built and led at Apple, Brubank (grown to 2M users), MURAL and JPG Store. 6+ years working remotely with US and EU teams. I care about engineering standards, architecture and shipping fast without losing quality, and I mentor engineers and startups.

Work Experience

Staff Software Engineer (React Native • Swift • Kotlin • Next.js) Feb 2026 — Nov 2026
The Mobile-First Company (Allo) *Remote*

- Led the technical direction of the mobile app for Allo, a business phone app handling 2M+ calls/month for ~7,000 companies, while shipping across mobile, web frontend and backend
- **Call reliability:** rewrote the native telephony core in Swift and Kotlin and worked with our telephony providers to track down what users were hitting, fixing missed push notifications, dropped calls, one-way audio, latency, and calls blocked by VPNs and firewalls
- **Mobile:** raised crash-free sessions from 80% to 99.9% and cut rendering work by 70% by tracking down rerenders and remounts, taking the app store rating from 2.0 to 4.5
- **Full stack:** shipped message reactions, SMS templates and group messaging end to end, across the Kotlin backend, the Next.js web app and the mobile app (React Native, Swift, Kotlin)
- **AI agents:** built company-wide Slack agents that monitor the mobile apps and triage failed calls from New Relic dashboards, and set up AI tooling for the engineering team
- **Platform:** built the CI/CD pipeline: builds from every PR, compile time from 30 to 12 minutes, and releases from one every 3 weeks to 3 per week

Staff Backend Engineer (React • Node.js • TypeScript • Rust • Python) Jul 2023 — Jan 2026
JPG Store *Remote*

- Led technical architecture decisions for NFT transaction services handling 1M+ monthly operations with 99.99% uptime (GCP, Kubernetes)
- Engineered high-performance API endpoints using NestJS with TypeScript and services in Rust and Python
- Optimized API latency by 50% via Node.js event loop tuning, supporting 10k+ concurrent users
- Enhanced system reliability using Cloudflare for CDN, caching, and DDoS protection

Staff Mobile Engineer (React Native • Expo • TypeScript) Aug 2022 — Jul 2023
JPG Store *Remote*

- Launched and maintained React Native app for 1M+ user NFT marketplace, the largest Cardano NFT marketplace
- Architected complex features including infinite scroll lists, offline support, and media rendering
- Established CI/CD pipelines using GitHub Actions and Fastlane for automated deployment

Founder & CTO (Web3 • TypeScript • Solidity) Sep 2021 — Aug 2022
DeFi Arbitrage Bot *Remote*

- Built a DeFi arbitrage system with smart contracts across multiple EVM networks, running on AWS and Google Cloud

Staff iOS Engineer (Swift) Jun 2020 — Aug 2021
Apple *Remote*

- Developed physical App Store experiences using Swift for multi-device installations
- Architected and implemented mesh networking system for iOS demo devices in app stores using proprietary technology
- Contributed to flagship retail experiences including Apple Store Arcade and Fitness+ displays

Staff iOS Engineer (Swift) Feb 2019 — May 2020
Brubank *Buenos Aires, Argentina*

- Implemented core banking features using Swift and MVVM architecture, leading the technical aspects of the iOS team

- Architected app platform supporting exponential growth from 20k to 2M DAU in 6 months
- Directed technical mentoring initiatives and delivered internal tech talks

Senior React Native Engineer **(React Native • Expo • TypeScript • Swift)** May 2018 — Feb 2019
MURAL *Buenos Aires, Argentina*
- Developed real-time collaboration features over sockets, supporting 20+ concurrent users per mural
- Created MURAL Scan, an AR application leveraging OpenCV and Vision framework for document digitalization

Senior iOS Developer **(Swift)** Aug 2017 — Jan 2018
Mimo *Vienna, Austria*
- Built features for an educational coding platform using Swift, RxSwift and MVVM
- Led architectural decisions and code reviews, and mentored team members

AI/ML Python Engineer **(Python)** Apr 2017 — Oct 2017
Austrian Institute of Technology (AIT) *Vienna, Austria*
- Researched synthetic dataset generation for training neural networks in computer vision
- Earned an honorable mention for my master thesis

iOS Developer **(Objective-C • Swift)** Mar 2015 — Oct 2016
Wolox *Buenos Aires, Argentina*
- Developed multiple iOS applications and maintained the WolmoCore open source iOS library
- Delivered technical talks and authored blog posts on iOS development

Education

Instituto Tecnológico de Buenos Aires (ITBA) Buenos Aires, Argentina
Bachelor's and Master's degree in Software Engineering *2012 — 2017*

Fachhochschule Technikum Wien (FH Technikum Wien) Vienna, Austria
Master's degree in Software Engineering *2017 — 2018*

Universidad del Salvador (USAL) Buenos Aires, Argentina
Master's degree in Philosophy *2021 — Present*

Additional Experience

Software Engineer Mentor **(React Native • Swift • Node.js • TypeScript • Python)** Sep 2017 — Present
- Featured Technical Lead on MentorCruise with 60+ five-star reviews
- Mentor of the Week recognition for excellence in technical guidance
- Guide developers in mobile and backend development, as well as software architecture

Functional Programming Professor **(Haskell)** Jul 2022 — Aug 2023
- Assistant professor of Functional Programming course at ITBA, teaching Haskell and advanced programming concepts
- Developed curriculum covering type systems and functional design patterns

Publications & Talks

- "ViewControllers: The Right Way" at SwiftBA Meetup - iOS architecture best practices: YouTube
- Technical essays exploring software engineering principles and philosophy: https://depa-thoughts.dev/essays

Skills

- **Mobile Development**: Swift, React Native, iOS (UIKit, SwiftUI), Objective-C, RxSwift, Combine
- **Backend Development**: TypeScript, Node.js, NestJS, PostgreSQL, Redis, GraphQL, WebSockets, gRPC
- **Infrastructure**: Kubernetes, Docker, GCP, AWS, Firebase, CI/CD (GitHub Actions, Bitrise, Jenkins)
- **Blockchain**: Solidity, Web3, DeFi Protocols, Smart Contracts
- **Machine Learning**: Computer Vision, Neural Networks
- **Languages**: English (Native/Bilingual), Spanish (Native/Bilingual), French (Limited Working), Latin