

# Vincenzo Rippa

Technical Lead / Lead Software Engineer

Milan, Italy · Open to hybrid roles in Milan and remote opportunities

*Application Architecture · API & Integration · AI-enabled Products · Web / Mobile / Cloud*

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Portfolio: [rippa.dev](https://rippa.dev)

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## ABOUT

Senior software professional with 8+ years of experience designing and evolving application systems across mobile, web, cloud, and AI-enabled product contexts. Strong background in technical leadership, application architecture, API design, integration flows, system boundaries, and cross-stack delivery. Most effective in hands-on lead roles that combine technical direction with direct contribution: shaping solutions, assessing feasibility, improving engineering practices, and keeping integration-heavy systems coherent as they evolve.

**Selected Technologies:** TypeScript · Python · Next.js · Node.js · Swift · Kotlin · Flutter/Dart · PostgreSQL · Docker · Strapi · CI/CD · UML/C4

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## EXPERIENCE

### Virtuosa — Lead Software Engineer (Freelance)

Jan 2026 — Present · Remote

- Leading technical development for a pre-seed AI media initiative, helping translate early product ideas into a concrete implementation plan across the public web presence, initial AI workflow exploration, and technical setup
- Designed and shipped the public Next.js + Strapi website, including CMS-driven content sections, domain/DNS configuration, and deployment setup
- Implemented a low-maintenance, near-zero-cost setup using free-tier PaaS services, allowing the initiative to operate without upfront infrastructure costs
- Defined the initial technical approach for an AI-assisted media generation workflow, with a focus on diffusion-model-based experimentation and cost-conscious execution
- Built prototype components for the image generation workflow, including Python integrations with external services and Dockerized workers
- Worked closely with the founder to turn early concepts into technically feasible components and next-step product decisions

### Horsa — Technical Lead / Application Architect

Feb 2022 — Sep 2025 · Milan, Italy

- Progressed from a mobile-focused technical lead role into broader responsibility for application architecture and cross-team technical coordination in an integration-heavy domain
- Became a continuity point for the application domain after the original architectural ownership changed, helping preserve technical coherence across team transitions and releases
- Held technical responsibility for a production e-mobility application domain spanning native mobile apps, API-based backend services, internal admin tooling, and internal and third-party integrations
- Acted as the technical reference for new changes impacting the domain, defining API contracts, integration flows, system boundaries, and change-impact assessments needed to align implementation choices with the existing system, especially in areas such as payments and sector protocols like OICP and OCPI
- Contributed to the evolution of the application architecture by assessing feasibility, identifying constraints, and helping keep new features consistent with the wider system

- Served as a cross-stack technical reference for fault analysis, ownership boundaries, technical risks, and design trade-offs, helping teams reduce ambiguity during change
- Strengthened engineering practices across initiatives, defining guidelines for repository access, secret handling, CI/CD workflows, code review discipline, and technical debt reduction
- Contributed to the recovery of Flutter educational game project by realigning APIs and business logic and delivering hands-on mobile fixes to restore client-testable quality
- Supported selected feasibility assessments, effort estimates, and technical interviews for mobile- and frontend-oriented roles

### **omninx** — Mobile Lead

Feb 2020 — Jan 2022 · Milan, Italy

- Led technical direction for native and cross-platform mobile initiatives, working closely with product and design on architecture, implementation, and delivery
- Defined mobile architecture, service interfaces, and cross-project technical foundations, with work involving Flutter/Dart, Swift, Kotlin, GraphQL, AWS Amplify, Firebase, UML, and technical flow diagrams
- Designed, documented, and maintained SDKs and reusable internal libraries, improving code reuse and integration across projects
- Took ownership of release processes and related workflows across App Store, Play Store, OTA distribution, fastlane, and GitLab CI
- Contributed during a transition phase to backlog definition, sprint planning, stakeholder communication, and product evolution without shifting primary focus away from technical leadership

### **Vegan Solutions** — Senior Mobile Developer

Nov 2018 — Jan 2020 · Milan, Italy

- Developed native mobile applications across iOS and Android, contributing to code architecture, implementation quality and client acceptance phases
- Took technical leadership responsibilities on internal projects for luxury retail and finance-related clients
- Developed reusable components, following internal technical standards, coordinating with backend and design stakeholders

### **Accenture** — Associate Application Developer

Apr 2017 — Sep 2018 · Naples, Italy

- Built native iOS applications in structured enterprise environments, contributing to UI implementation, networking, persistence layers
- Gained early experience with production delivery, technical patterns, and collaboration inside large organizations

## **EDUCATION**

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- Apple Developer Academy @ **Università Federico II** — Apple-certified program
  - High School Diploma in Accounting
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