

## Contact

📍 San Francisco

🌐 <http://linkedin.com/in/dlmacchia>

## Education

### Massachusetts Institute of Technology

1996

Masters of Engineering, Computer Science and Electrical Engineering

Bachelors of Science, Computer Science and Electrical Engineering

## Skills & Expertise

- iOS, macOS developer
- Experienced partner with Apple Developer Relations, App Review, and Engineering teams
- Successful collaborator with senior leaders across many disciplines
- User privacy and safety tools advocate
- Have developed organizational best practices facilitating growth of technical leads from diverse backgrounds
- Accessible mobile applications
- Internationalization

## Interests

Guitar, alpine and backcountry skiing (trained in avalanche safety and wilderness first aid), road cycling and touring, hiking, tabletop games

# David LaMacchia

I am an iOS & macOS developer with leadership experience in large organizations and as a partner with senior management and technical leads. I have decades of experience with messaging and social media apps. As an iOS lead on Threads at Meta, I focused on app performance and core infrastructure. As iOS lead for consumer features at Twitter, I promoted operational best practices and contributed to long-term technical strategy. I am an experienced external engineering partner, having acted as developer liaison with Apple on app review, prototypes of pre-release technologies, security, performance, marketing, communications, and legal issues. I am keenly interested in mentorship, growing technical leaders of all levels and backgrounds, software accessibility, and am a user privacy and safety advocate.

## Experience

### Meta

August 2023 - April 2025

#### Software Engineer (E7)

- iOS performance lead on Threads, Meta's broadcast social messaging app. Priorities included publish reliability and latency as well as overall stability.
- Implemented many high profile features, including Drafts.
- Drove GraphQL adoption on iOS
- Drove Swift structured concurrency adoption
- Presented on Threads' iOS performance at the Mobile @Scale conference and on Meta's engineering blog in "[How we think about Threads' iOS performance](#)"
- Drove Accessibility audits and compliance work for Threads with partners from across the company.

(Swift, ObjC)

### Twitter

June 2013 - November 2022

#### Sr. Staff Software Engineer and Group Tech Lead

January 2021 - November 2022

- iOS Group Tech Lead for Twitter's consumer organization, partnering closely with both Web/Android leads and Twitter's senior leadership.
- Engineering liaison to Apple (2017-2022), leading monthly meetings and acting as general point of contact for Apple Developer Relations
- Planned and executed initiatives at organizational level, collaborating with senior management, consulting on mobile technical concerns.
- Served on promotion committee for four quarters.
- Performed due diligence for several acquisitions.

#### Staff Software Engineer

April 2015 - January 2021

- iOS Tech Lead for the Tweets team, driving 140->280 character expansion for Tweets, composer features, safety features, design refreshes. Rewrote TweetDeck for Mac.
- Co-founded Client Health team and Prototyping Shepherds.
- Co-author of Twitter for Mac, featured at in 2019 WWDC keynote.

(Swift, ObjC)

## Utah Street Labs

July 2011 - May 2013

### Software Engineer

Full stack developer on front-end Rails web application for the Copious online marketplace as well as backend services. Developer of Copious' iOS client app. (Ruby, ObjC, JavaScript)

## Cloudmark

May 2007 - June 2011

### Principal Software Engineer

Backend developer supporting Cloudmark's reputation-based anti-spam network. Authored anti-spam algorithms and devised the internationalization strategy for Cloudmark's filter engine. (Perl, C)

## Symantec

August 2003 - February 2007

### Principal Software Engineer

Developer of Symantec's Anti-spam Technology Group, researched new methods to classify and filter spam. Authored heuristics to train spam and legit corpora. Cross-platform developer for several flavors of UNIX and Windows. (C)

## Critical Path

September 1998 - August 2003

### Software Engineer

Developer of Symantec's Anti-spam Technology Group, researched new methods to classify and filter spam. Authored heuristics to train spam and legit corpora. Cross-platform developer for several flavors of UNIX and Windows. (C)

## Oracle

September 1996 - September 1998

### Software Engineer

Full-stack developer on Oracle Mobile Agents, a mobile middleware product. Contributed to the Windows client and backend services. (C, C++)