

Igor Lipovac

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Introduction

Software engineer with strong expertise and more than a decade of experience in developing for Apple platforms (*Apple Design Award winner in 2020*), hiring and managing engineers and cross-functional teams, coordinating R&D efforts and product development across multiple platforms, in companies of different sizes and stages of growth. Extensive or mentionable experience in image processing, AR/XR development, 3D graphics, rendering, post-processing and 3D game engines, with an academic background in computer vision.

In recent years, I assumed the role of a co-founder and CTO of a fashion tech start-up, where I also had a significant role in setting up operations, interacting with VC investors, hiring, and growing the business.

Experience

Co-Founder / CTO, Tribute Brand – Remote, Croatia Feb 2020 – Present

- Leading the team and all tech efforts while actively coding. Operations, hiring, VC pitches, business growth.
- Human pose tracking R&D, iOS & visionOS AR apps (Unity, Swift, SwiftUI, ARKit), web & blockchain development, NFC chips, Unreal Engine for VFX and Virtual Production (camera tracking, 3D rendering).
- Live events, campaigns for big fashion brands (JPG, Carolina Herrera, LA Fashion Week).

Freelance Creative Developer / Consultant, bothof.me – Amsterdam, Netherlands May 2019 – Present

- Consulting various business clients, side projects: web/mobile dev, virtual production, live events production.

Senior Software Engineer, Darkroom – Remote (US and EU Timezones) May 2019 – Nov 2022

- Photo & Video editor. Indie app, amazing small team, bootstrapped and profitable.
- Apple Design Award winners in 2020 for app UI, UX and quality overall. (*See more*)
- iOS/macOS development (Swift, Obj-C, Metal), R&D in image processing, optimized integration with OS/GPU.

Lead Mobile Engineer, TicketSwap – Amsterdam, Netherlands Mar 2017 – Apr 2019

- Fan-focused second-hand ticket marketplace. Built the native iOS app from scratch, API architecture, hired new mobile engineers, led a cross-functional team in charge of mobile and event discovery. Also worked on projects related to business growth, customer support, payment processing and finance.

Software Engineer (iOS), TomTom – Amsterdam, Netherlands Aug 2016 – Apr 2017

- TomTom Navigation App - iOS Development and Architecture, user interfaces for routing & map POIs.
- Strong focus on agile processes, extremely experienced and professional engineering team, large scale projects.

Senior Software Engineer / Mobile Lead, DEPT – Amsterdam, Netherlands Oct 2015 – Aug 2016

- iOS app development for different clients, team and tech lead, pitching new projects, client communication. Worked on projects related to creative, commerce, financial, government backed and banking apps.

Software Engineer (iOS), Infinum – Zagreb, Croatia Jan 2013 – Oct 2015

- iOS app development for different clients (government, banking, finance, photography, commerce etc.).

Technologies

Languages: Swift, Objective-C, Metal, C# , C++ , C, JavaScript/TypeScript, Ruby, Python, HLSL, PHP

Tools & Frameworks: iOS/iPadOS/macOS/visionOS frameworks and Xcode (SwiftUI, SwiftData, UIKit, CoreImage, CoreML, Metal, ARKit, Vision, RealityKit, Vapor etc.) Unity (AR/XR/mobile, URP/SRP, plugins), Unreal Engine (virtual production), REST, GraphQL, CI/CD tools, Git etc.

Other: Web XR/graphics, blockchain (dapps, basic smart contract dev), Machine Learning (Tensorflow, pytorch), Gen AI / LLMs, Matlab, payment processors & e-commerce tools (Stripe, Shopify), NFC programming, Heroku

Education

M. Sc. in Computer Science

Sept 2009 – June 2014

Faculty of Electrical Engineering and Computing, University of Zagreb, Croatia

Software Engineering and Architecture, Algorithms & Data Structures, Computer Vision

Publications

Experimental Evaluation of Vehicle Detection Based on Background Modeling in Daytime and Night-Time Video, 10.20532/ccvw.2014.0014

Sep 2014

Igor Lipovac, Tomislav Hrkać, Karla Brkić, Zoran Kalafatić and Siniša Šegvić

More information

Personal details and work site preferences

- Based in Amsterdam, Netherlands.
- Originally from Croatia, EU citizen.
- Open to **on-site, hybrid or remote work in Amsterdam**; or **remote in EU/US timezones**.
- Languages I speak: **English, Croatian**, Dutch (intermediate), German (basic).

Other interests

- Cameras, lenses, color science, visual effects & color grading in cinematography.
- Music, live events, vinyls, sound equipment, visual art, photography, literature (mostly fiction, especially SF).
- Learning, reading and listening to podcasts about space, physics, history, human nature, sleep, conscience etc.
- Interested in how experts, artists or important historical figures think and form their ideas, how they perceive their work and describe the process behind it. I like captivating stories, and I love good storytellers even more.