Breno Aquino
iOS Developer

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Skills

`Swift` `iOS` `SwiftUI` `Combine` `View Code` `SPM` `Cocoapods` `SDK` `Git` `CI/CD` `Fastlane` `Github Actions` `Bitrise` `Python` `AWS`

About

I am a person who is always looking for innovation and automating everything possible, enabling us to focus on more important tasks. I have experience with projects in the areas of education, streaming and finance. I am always open to discuss about architecture and performance, we always can learn more with a good discussion.

Professional Experience

Rakuten, United States • Remote

iOS Developer

October 2022 - current

- Responsible to design and create a custom new SDK for the analytics.
- Implemented an authentication feature that is modified depending on the user's country.
- Implemented a privacy module to internationalize the app and follow the laws of each country/state.

`iOS` `Swift` `Objective C` `UIKit` `View Code` `SwiftUI` `Unit Testing` `XCTest` `Modules` `Github Actions` `Xcode Cloud` `Fastlane` `SDK`

Itaú, Brazil • Remote

iOS Developer

March 2022 - October 2022

- Responsible for leading and mentoring a Junior developer, teaching and guiding on iOS development.
- Implemented several individual modules and distributed using Cocoapods.
- Responsible for maintaining the entire notification flow, composed of push notifications, deeplinks and a feature that allows the user to keep track of its notifications.

`iOS` `Swift` `UIKit` `View Code` `Unit Testing` `XCTest` `Modules` `Swift Package Manager` `Cocoapods` `Jenkins` `Fastlane`

Meta, Canada • Remote

iOS Developer

December 2020 - February 2022 (part time)

- Worked as a leader creating and defining the base structure project for the client Maple Leaf Sports & Entertainment (MLSE). Designing solutions using APIs, web socket for real-time behavior, feature priority and definition of architectures and metrics
- Implemented an SDK following Clean and MVVM to provide features like live and VOD streams, chats, real-time stats and other features and distributed using Cocoapods

- Implemented a design system and a custom theme to be setted by the host app.
- Implemented scripts and configured the CI (using Github Action) to automate the build and distribution of the compiled SDK and its documentation.
- Used Agile and Scrum methodologies, also having weekly meetings with the client and the client backend team.

`iOS` `Swift` `UIKit` `View Code` `Unit Testing` `Quick` `Nimble` `XCTest` `WebSocket` `SDK` `Cocoapods` `CI/CD` `Github Actions` `Scrum`

Claro, São Paulo - SP, Brazil

iOS Developer

March 2019 - March 2022

- Developed one stream project from the beginning, but unreleased, and improved another stream project, called NOW. Both of them provided live and VOD contents.
- Worked as a leader of 2 other iOS developers defining the technologies, architecture and priorities
- Helped to define the solution and the architecture for the unreleased project, always looking for performance.
- Implemented a feature to list all channels and their programs, to improve the performance and the time to render the screen to the user, I implemented a custom cache algorithm to avoid unnecessary recalculations and binary search to improve the time to find the current program based on the time.
- Improved the architecture to use MVVM and follow Clean Architecture on the NOW project. This one had about 300,000+ monthly active users.
- Increased the test coverage applying the dependency injection concept.

`iOS` `Swift` `UIKit` `View Code` `Unit Testing` `Quick` `Nimble` `XCTest` `Swift Package Manager` `CI/CD` `Fastlane` `Bitrise` `SAFe`

University of Fortaleza - UNIFOR, Fortaleza - CE, Brazil

iOS Developer

March 2018 - March 2019

- Worked as a Tech Lead for a team of 10 interns.
- Responsible for all the university iOS Apps. The main university app had about 24,000+ monthly active users.
- Taught iOS courses for interns and students.
- Responsible for teaching about the iOS, git, scrum methodology and also how to design the entire solution, from the UX, priorities, APIs, front end to tests.
- Refactored the app following MVVM.

`iOS` `Swift` `UIKit` `Storyboard` `View Code` `UI Testing` `MVC` `MVVM` `Tech Lead` `Ruby on Rails` `Fastlane`

Education

University of Fortaleza - UNIFOR

Graduation, Computing Engineering

2015 - 2019

- Final Project: Research using recurrent neural networks to predict cryptocurrency trends.
- Object Orientation class assistant in 2016.
- Microprocessor class assistant in 2017.
- Researcher in the area of sensor network security, trying to implement an algorithm to detect attacks.

Personal Projects

iOS Movies: App integrated with TheMovieDB to be a base project to apply new technologies or create a POC.

`iOS` `Swift` `SwiftUI` `Design System` `MVVM`

iOS Cash Handler: This project in development creates an app that uses SwitUI, Clean Architecture, Coordinator and SPM modules.

`iOS` `Swift` `SwiftUI` `Design System` `MVVM` `View Code`

iOS Common Module: A set of extensions for views to improve code readability, write and maintenance constraints and allowing easy integration with design systems.

`iOS` `Swift` `UIKit` `Design System` `View Code`

Home Security System: System to detect people and objects using IP cameras.

`Computer Vision` `Python` `Flask` `WebSocket` `MongoDB` `Raspberry Pi` `Computer Vision` `Machine Learning`

C.E.I. B3 - Crawler: Crawler project to extract data from a Brazilian Stock Market platform and give you an overview about your investments by APIs.

`Web Scraping` `NodeJS` `Python` `Serverless` `AWS DynamoDB` `AWS Lambda`

Mobile Stores (App Store e Play Store) - Crawler: Crawler to extract reviews from App Store and Play Store.

`Web Scraping` `Python` `Serverless` `AWS Step Functions` `AWS Lambda` `AWS DynamoDB`