

Breno Aquino

iOS Developer

GitHub

[BrenoAquino](#)

LinkedIn

[BrenoAquino](#)

Email

brenoaquino7phr@gmail.com

Skills

Swift iOS SwiftUI Combine Git CI/CD Fastlane Github Actions Bitrise Python AWS

About

I am a person who is always looking for innovation and automating every thing 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 architectures and performance, we always can learn more with a good discussion.

Professional Experience

Itaú, Remote

Senior iOS Developer

March 2022 - current

- Responsible to maintain the entire notification flow, composed by push notifications, deeplinks and the list with all the user's notifications.
- I am mentoring a Junior develop on my squad, helping him to get more knowledge about the iOS platform and about the tech area.

iOS SwiftUI Modules

Meta, Remote

Senior iOS Developer

December 2020 - February 2022 (part time)

- Responsible to define the base structure project for the Maple Leaf Sports & Entertainment (MLSE) client, define the required APIs, messages for the web socket and the features priorities.
- Implemented an White Label SDK following Clean and MVVM to provide features as live and vod streams, chats, real time stats and other features. The SDK could be integrated inside any app and it will follow the app theme.
- 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 and we had almost all meeting in English.

iOS SwiftUI WebSocket SDK CI/CD Github Actions Scrum Cocoapods

Claro Brasil, São Paulo - SP, Brazil

Senior iOS Developer

March 2019 - March 2022

- Developed one stream project from the beginning and improved another stream project, both of them providing live and VOD contents.

- Helped to define the solution and the architecture for the first 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 second stream project, called NOW. This one had about 300,000 monthly active users.
- Increased the test coverage applying the dependence injection concept.

iOS Swift Swift Package Manager CI/CD Fastlane Bitrise SAFe

University of Fortaleza - UNIFOR, Fortaleza - CE, Brazil

iOS Developer

March 2018 - March 2019

- Worked as a iOS Tech Lead.
- Responsible for all the university iOS Apps. The main university app had about 24,000+ monthly active users.
- Taught iOS courses for interns
- Responsible to teach about the tech things (iOS, git and scrum process for example) and also how to design the entire solution, considering the required APIs, priorities, front end, UX and tests.

iOS Swift Tech Lead Ruby on Rails

University of Fortaleza - UNIFOR, Fortaleza - CE, Brazil

Intern - iOS Developer

July 2017 - March 2018

- I learned more about iOS working on the main university app, especially working on the chat and the map that could guide the users through the university.
- Refactored the app following MVVM.
- After 9 months I was hired to be responsible for a team composed by 10 interns. My job was to teach them about iOS and about the project processes.

iOS Swift

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 Design System MVVM View Code

iOS Cash Handler: This project in development creates an app that uses SwiftUI, Clean Arch, coordinator and SPM modules.

[iOS](#) [Swift](#) [Design System](#) [MVVM](#) [View Code](#)

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

[iOS](#) [Swift](#) [Design System](#) [View Code](#)

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

[Computer Vision](#) [Python](#) [Flask](#) [WebSocket](#) [MongoDB](#) [Raspberry Pi](#)

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](#)