

# Breno Aquino

## iOS Developer

### GitHub

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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 also have experience in creating SDKs, both for internal use and for sale to third parties. I am always open to discuss about architecture and performance.

## 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). Defining the priority of functionalities, architectures, APIs and web socket for real-time behavior;

- 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 defined 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 and improved another streaming project, called NOW Online. 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 entire solution and the architecture for the 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. Among the features, the student's enrollment, the class frequency and the campus map with all the university's landmarks stand out.

[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 Cash Handler:** This project creates an app for financial management with the aim of applying knowledge in SwiftUI, Coordinator, SPM and Clean Architecture

[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. It can be used with an alarm or for automation.

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

**Mobile Stores (App Store e Play Store) - Crawler:** Crawler to extract reviews from the App Store and Play Store and try to extract the sentiment (positive, negative or neutral) of the comment.

[Web Scraping](#) [Python](#) [Serverless](#) [AWS Step Functions](#) [AWS Lambda](#) [AWS DynamoDB](#)