

Breno Aquino

iOS Developer

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About

I have worked as an iOS Developer for more than 6 years and have mentored interns and juniors during my professional journey. I'm always looking for performance, innovation and automation, and how I can apply these concepts in the project, process or life. I have experience with projects in the areas of streaming, finance and education. I also have experience in creating SDKs, both for internal use and for sale to third parties.

Professional Experience

Rakuten, United States • Remote

iOS Developer

October 2022 - current

- Responsible for creating an analytics SDK for internal use by the company with the aim of obtaining higher quality data to facilitate the mapping of product improvements. As the SDK could be called by any component at any time, it was necessary to create thread safe components, and to ensure this I created unit tests creating multiple threads and trying to access the resource at the same time. Test coverage for the SDK was around 92%;
- The analytics SDK was also created to support different countries and each with its own domain. There is a buffer to avoid excessive requests and each buffer is linked to the country of the user who generated the events;
- Worked on migrating authentication to using a WebView in which it talked to the app through JavaScript messages;
- Improved the privacy flow with the aim of facilitating expansion to other states/countries that follow different privacy laws;

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 guiding a Junior developer with an emphasis on iOS development. I was responsible for meeting with him every week to answer questions and generally providing a collection of articles on the study topic selected at the time. We also communicate during the week to help with development and help with code reviews;
- As the company has a significant number of developers and dozens of squads, we used several repositories for each module and a main one with the app focused on integrating and coordinating the app's navigation. All module distributions were using cocoapods. I was responsible for creating and maintaining multiple modules related to the app's notification/deeplink flow, the app had about 28,000,000 active user per month;

- To support multiple apps in the App Store and avoid duplicate code, it was configured different build schemas and build configurations to define how some components/modules should behave and look;
- Worked on redesigning the app, where I could apply improvements to the app's architecture and make it more testable and maintainable.

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Meta, Canada • Remote

iOS Developer

December 2020 – February 2022 (part time)

- Worked creating and defining the base structure project for the client Maple Leaf Sports & Entertainment (MLSE). Defining the priority of features, architectures, APIs and web socket messages for real-time behavior;
- Used the RTSP protocol to load Live content, but also provide compatibility for VOD content;
- Implemented a design system and a customized theme to be integrable with any team app. For this, an interface was defined that the host app would implement to configure the SDK's theme, being able to modify colors and logo in some places;
- To respond to events happening in the game in real time, it was necessary to create a web socket connection with the server. With this, the app could respond in real time showing: trivia, advertising/celebration banners and mini games – using web view to load them.
- A chat was also developed to send/receive messages among all users, as well as the possibility of creating groups – which would exist only for that game;
- As it was an SDK used internally but could be sold for integration into third-party teams, it was necessary to configure CI/CD to publish an already compiled version of the SDK and its documentation in a public repository, along with a sample app to guide integration with the SDK;
- Implemented the SDK following MVVM and Clean Architecture to meet the mentioned requirements and provide good maintainability and scalability.

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[Github Actions](#)
[Scrum](#)

Claro, São Paulo – SP, Brazil

iOS Developer

March 2019 – March 2022

- Worked on 2 streaming projects, one created from scratch and another that was already in production – with around 300,000 active users per month. Both of them provided live and VOD contents;
- Implemented Fairplay DRM for live and VOD content. It was necessary to use two different logics since each video type worked in a different way. I created an abstraction layer so that the player accepted different DRM implementations;
- 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.
- Implemented an architecture with multiple repositories to facilitate maintainability and scalability. There was a repository containing all the business rules and this was imported – using swift package manager – both into the iOS app repository and would be imported into the Apple TV app when it was developed;
- Increased the unit test coverage applying the dependency injection concept and all new features were covered aiming for 80% coverage;
- Worked as a leader of 2 other iOS developers defining the technologies, architecture and priorities.

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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.