# 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 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 mantain the entire notification flow, composed by push notifications, deeplinks and a feature that allows the user to keep track of it's notifications.
- Mentoring a Junior developer on my squad, teaching him about the iOS development.

`iOS` `Swift` `Modules` `Cocoapods` `Jenkins`

### 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, the web socket messages and features priorization.
- Implemented an White Label SDK following Clean and MVVM to provide features as live and VOD streams, chats, real time stats and other features. Also, the SDK 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 methodologies, also having weekly meeting with the client and the client backend team.

`iOS` `Swift` `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 begining, but unreleased, and improved another stream project, called NOW. Both of them provided live and VOD contents.

- 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 performace 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 NOW project. 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 iOS, git, scrum methodology and also how to design the entire app, from the UX, priorities, APIs, front end to 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, especialy working on the chat and the map feature that could guide the users throught the university.
- Refactored the app following MVVM.
- After 9 months I was hired to be responsable for a team composed by 10 interns. My job was to teach them about iOS and software engineering.

`iOS` `Swift`

# Education

## University of Fortaleza - UNIFOR

Graduation, Computing Engineering

2015 - 2019

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

# 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 SwitUI, Clean Architecture, 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 contraints 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 | 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