

# 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 am always open to discuss about architecture and performance, we always can learn more with a good discussion.

## Professional Experience

### Itaú, Remote

Senior iOS Developer

March 2022 - current

- 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.
- Mentoring a Junior developer on my squad, teaching him about iOS development.
- Implemented several individual modules and distributed using Cocoapods.

iOS Swift Modules Cocoapods Jenkins

### Meta, Remote

Senior iOS Developer

December 2020 - February 2022 (part time)

- Responsible for defining the base structure project for the Maple Leaf Sports & Entertainment (MLSE) client, defining the required APIs, the web socket messages and features prioritization.
- Implemented a SDK following Clean and MVVM to provide features as live and VOD streams, chats, real time stats and other features.
- 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 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, 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 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](#)
[Swift Package Manager](#)
[CI/CD](#)
[Fastlane](#)
[Bitrise](#)
[SAFe](#)

## University of Fortaleza - UNIFOR, Fortaleza - CE, Brazil

iOS Developer

March 2018 - March 2019

- Worked as an 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 for teaching 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, especially working on the chat and the map feature 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 of 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 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 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 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](#) [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](#)