Caio Landau

Passionate engineer with over 9 years of experience architecting resilient, scalable and maintainable systems

Contact Information

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Personal Information

birthday: March 17th, 1991

born: São Paulo, SP - Brazil

Language Fluency

Portuguese
native

English
fluent

Chinese Mandarin
learning

Education

Bachelor's Degree — 2010 - 2013
Computer Information Systems (similar to Computer Science) at **FIAP**

Head of Mobile Development at **Mozio Group**

Remote — April 2016 - Today

Mozio is a global mobility platform offering worldwide ground transportation

- Working with the CTO, hired a globally-distributed team of engineers, led to successfully deliver and maintain projects used by **over 100,000 people**
- **Lead architect** for the Mozio driver app: enabled low-tech companies around the world to provide reliable, real-time vehicle tracking to **1000s of customers worldwide**
- Created **technical specs** and architected a key white-label product that made **major corporate partnerships** possible
- Key tech stack: Kotlin, Swift, Flutter, Javascript

Senior Mobile Engineer at **X-Team**

Remote — May 2020 - Today

X-Team provides high-performing, on-demand teams of developers for leading brands

- Led an initiative to **enable internationalization** of the iOS app, allowing it to be **launched in France and Canada** in addition to the United States
- Worked as the lead engineer of a team responsible for re-architecting an app section to use MVVM and RxSwift, making it much **more scalable and reliable**
- Re-designed the home screen of the Beachbody On Demand iOS application to use **SwiftUI**, bringing it **up to date with modern practices**
- Key tech stack: Swift, RxSwift, SwiftUI

Tech Stack

Platforms

- AWS
- Loggly
- New Relic

Frameworks & Tools

- Architecture patterns
- SwiftUI
- React Native
- Flutter
- React
- UML / Domain modeling

Programming Languages

- Kotlin / Java — Android
- Swift / Objective-c — iOS
- Dart
- Javascript
- Python

Past Work Experience

Lead Mobile Engineer - *Mozio Group* - October 2014 - April 2016

Global mobility platform offering worldwide ground transportation. https://www.moziogroup.com/
- Shaped an effective engineering culture, with essentially zero turnover for more than 4 years
- Architected and delivered 3 mobile apps, defining the necessary **data structures**, **API contracts** and launched on major mobile app stores. These applications were used as the groundwork for **multiple business deals**
- Key tech stack: Kotlin, Swift, Javascript

Mobile Developer (iOS and Android) - *incube* - December 2012 - October 2014

A venture builder in São Paulo, Brazil. http://www.incube.mobi/

Responsible for Android (Java) and iOS (Objective-c) development and multiple innovative apps.

Web Developer Intern - *iai* - August 2011 - November 2012

iai was a developer shop and school in São Paulo, Brazil

Recently Published Work

Beachbody On Demand - iOS

Beachbody On Demand is a health and fitness mobile app used by **hundreds of thousands of people**. Together with the product team, led multiple engineering initiatives to provide **internationalization** for the iOS app**.** Also worked on architecting and re-designing the **groups experience** and other features
- iOS: https://apps.apple.com/us/app/beachbody-on-demand/id1031660123

Mozio SDK

This is a mobile white-label product that allows any developer to include a complete Mozio ride-booking experience inside their app. Architected it to be **very stable, lightweight and easy to use**. Worked hands-on on developing both the Android and the iOS versions.
Available for both iOS and Android:
- Documentation and details found here: https://developer.mozio.com/mobile-sdk/

Mozio driver apps

Guided the team to deciding on the tech stack and project architecture, plus worked hands-on on developing it. Those apps were developed with Flutter - a multi-platform library from Google:
- Android: https://play.google.com/store/apps/details?id=com.mozio.driver
- iOS: https://apps.apple.com/us/app/mozio-driver/id1436530159