

FABRICIO SPEROTTO SFFAIR

SENIOR IOS DEVELOPER



PROFILE INFO

Experienced Mobile Developer with 6+ years of industry experience in software architecture, Agile methodologies, team leadership, project management, unit testing, and continuous integration/continuous delivery. Passionate about staying up-to-date with the latest technologies and trends.



WORK EXPERIENCE

Lead iOS Engineer, Biometryks

Remote

September 2021 - Present

- Led the iOS development team, overseeing the integration of graphene-based wearable sensor with iOS application using Swift and SwiftUI.
- Ensured high-quality code by implementing unit tests, SwiftLint and CI/CD pipeline.
- Managed project progress and ensure timely delivery of features and updates, using Jira to track tasks.

Engineering Manager, Air Apps

Remote

September 2022 - Present

- Managed a team of 4 iOS engineers, providing continuous feedback and conducting weekly 1:1s to set objectives and career growth plans.
- Developed Design Air and Photo Air iOS applications from scratch using Swift with SwiftUI, XCTest, MVVM and TCA, Bitrise for CI/CD
- Maintained existing apps with 170k+ subscribed active users in production, leading initiatives for process improvements and automation.

Senior iOS Engineer, Air Apps

Remote

January 2022 - September 2022

- Led development efforts for Collage Air, Story Air, Expenses Air and Plants iOS applications from conception to deployment using Swift, SwiftUI, MVVM, CI/CD (Bitrise), XCTest for Unit Testing and Snapshot tests, while utilizing SCRUM methodologies.
- Implemented process improvement and automation initiatives, resulting in increased efficiency and workflows, such as adding Danger warning minimum coverage to improve code reliability.
- Maintained published applications with 170k+ active subscribed users, ensuring high-quality updates and feature releases.

Senior iOS Engineer, Dellent

Remote

May 2021 - January 2022

- Researched and implemented new features for the internal Dunelm Mobile Point of Sale app, using Swift, SwiftUI, XCTest, CICD Bitrise and Microsoft Intune with SCRUM and Jira.
- Fully implemented from scratch Continuous Delivery using Bitrise and Microsoft Intune, with NodeJS and Encrypt.js.
- Maintained a strong focus on code quality, utilizing tools like SwiftLint, Danger and code reviews to ensure a high standard of software development.

DETAILS

Phone

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Email

fabriciosffair@gmail.com

Address

Porto Alegre - Brazil

LINKS

[Linkedin](#)

[Github](#)

EDUCATION

2020-2024

Bachelor Computer Science

UNIRITTER

SKILLS

- Agile
- Swift
- Unit Testing
- CI/CD
- Leadership

LANGUAGE

- Portuguese
- English
- Spanish

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iOS Engineer, Tribal Scale

March 2021 - May 2021

Remote

- Contributed to the development and maintenance of the Ford Autonomous Vehicle Test as a Service iOS app, using XP.
- Collaborated with peers through daily pair programming sessions to ensure high-quality code and timely delivery of new features.
- Implemented UI elements using SnapKit and SwiftUI, and Quick/Nimble and XCTesting for unit testing to ensure code reliability

Mobile Engineer, RESAAS

September 2019 - March 2021

Vancouver, Canada

(Hybrid)

- Contributed to the development of RESAAS, RE/MAX, SFAR, and BridgeMLS white label native apps for both iOS and Android platforms using Swift and Java, using KANBAN.
- Worked using Git, JIRA, in-app purchases (subscriptions), Sign in with Apple, Auth0, geolocation, push notifications, and XCTest for unit testing.
- Implemented automated delivery using Fastlane.

iOS Engineer, 420 Bits

November 2018 - August 2019

Remote

- Collaborated with two developers to implement and enhance features for 420bits, an IoT home growing technology iOS application written in Swift, using MQTT for communication with a microcontroller.
- Utilized agile methodologies to ensure timely and high-quality delivery of software updates using Jira.

iOS Engineer, IBM

August 2017 - May 2018

Remote

- Researched and implemented new features and enhancements for Sicredi Mobi app, a financial services hybrid app for iOS, watchOS, and Android with Javascript and Objective-C, using Agile methodologies.
- Developed and maintained complex features, such as balance inquiries, bank statements and investments.
- Maintained the Apple Watch version of the app, which provided users with quick access to checking account information, including balances, bank statements, and future transactions.
- Maintained CI/CD using Jenkins.

iOS Engineer, Aioria

July 2016 - August 2017

Remote

- Worked on Folha de SP, FolloU, Joyz, Joinday, and Fertilitat iOS apps from scratch using Swift, Objective-C, Push Notification, Geolocation utilizing Agile methodologies, using MVC and MVVM design patterns to ensure code modularity, testability, and scalability and Implemented and maintained Fastlane for automated delivery
- Collaborated with cross-functional teams, including designers and product owners, to deliver high-quality applications.