Fabricio Sperotto Sffair, Senior iOS Engineer

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Profile

Experienced Mobile Developer with 7+ years of industry experience driving business results and leading innovative projects. At AirApps, my contributions developing applications and managing teams helped increase annual revenue by $18 million.

Skills

- **iOS**: Swift, Objective-C, SwiftUI, UIKit, , XCTest, Snapshot, Core Location, Core Bluetooth, UserDefaults, Keychain, CoreData, SwiftData, Combine, Concurrency, MVVM, VIPER, TDD, Machine Learning, SPM, CocoaPods, REST API, MQTT

- **General**: Management, Team building, Leadership Git, CI/CD, Bitrise, Jenkins, Github Actions, Xcode Cloud), Jira, Scrum, Analytics, A/B Testing, Feature Flag, AI

Experience

Medicalgorithmics - Poland - Remote   *2023 - Present*

Senior iOS Engineer

- Led the development efforts, creating an iPadOS and macOS solution for initializing a BLE ECG device using CoreBluetooth and visualizing real-time ECG Signals using SwiftUI, Combine, applying SOLID principles modularizing the app using SPMs, XCTests for Unit tests achieving test coverage of 75% and implemented CI/CD using Xcode Cloud.

- Managed project progress and ensure timely delivery of features and updates, in Kanban agile environment.

- Implementation of PyTorch integration, to leverage the use of AI on-device.

Biometryks - United States - Remote   *2021 - 2023*

Lead iOS Engineer

- Led development efforts on iOS/MacOS App from scratch, integrating with a BLE sensor using CoreBluetooth, applying SOLID principles modularizing the app using SPMs, XCTests for Unit tests and implemented CI/CD using Xcode Cloud.

- Managed project progress and ensure timely delivery in Kanban agile environment

Air Apps - United States - Remote

Engineering Manager   *2022 - 2023*

- Managed teams of 5 iOS engineers, maintaining recurring 1-1's, with continuous feedback and career mentoring.

- Maintained existing apps with 170k+ subscribed active users - Translate Now, Hello AI, Fonts Air with over $40M annual revenue

- Closely worked to the C-Level and product team to create year roadmap and provide technical input on decision making.

Staff iOS Engineer   *2022 - 2022*

- Identified and solved development bottlenecks, process and continuously timely deliver iOS app MVPs using SwiftUI, MVVM architecture, SOLID principles, and maintaining CI/CD pipeline using Bitrise;

- Developed a 6 apps from scratch within tight deadlines of 1 month, contributing to company goals, which helped the increase of +$15M annual revenue.

- Developed new features for existing apps with large user base in SwiftUI, UIKit, Clean Architecture, MVVM and XCTests for Unit Tests;

Dellent - **Portugal - Remote**   *2021 - 2022*

Senior iOS Engineer

- Developed new features and maintained Dunelm Mobile Point of Sale enterprise app in Swift using SwiftUI, MVVM, XCTests for unit tests in Agile environment SCRUM;

- Increased test coverage from 53% to 71%, guaranteeing core functionalities to work as expected;

- Automated enterprise deployment process for MS Intune, increasing deployment efficiency and decreasing average time from 30minutes to 12minutes;

Tribalscale - Canada - Remote   *2021 - 2021*

Senior iOS Engineer

- Developed and maintenance Ford Autonomous Vehicle Test as a Service iOS app, in Swift. UI developed using SnapKit and SwiftUI in Agile environment using XP taking advantage of pair programming.

Education

UniRITTER   *Bachelor in Computer Science – 2024*