

# Fabricio Sperotto Sffair, Senior iOS Engineer

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## Profile

Experienced Mobile Developer with 10+ 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. e

## Skills

- **iOS:** Swift, Objective-C, SwiftUI, UIKit, , XCTest, Snapshot, Core Location, Core Bluetooth, Core Motion, UserDefaults, Keychain, CoreData, SwiftData, Combine, Concurrency, MVVM, 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*

### Lead 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, XCTest for Unit tests achieving test coverage of 75% and implemented CI/CD using Xcode Cloud.
- Developed from scratch CRUD Backend application using Python Flask that integrates with Firebase Firestore, Firebase Cloud Messaging, Azure Blob Storage and Azure Service Bus message.
- 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.

**Warner Brothers Discovery/CNN** - United States - Remote

*2025 - Present*

### Senior iOS Engineer

- Implemented and maintained immersive video experiences for the CNN iOS application, enhancing user engagement and video playback performance.
- Worked closely with cross-functional teams to deliver high-quality solutions under tight deadlines, focusing on stability and scalability.

**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, XCTest for Unit tests and implemented CI/CD using Xcode Cloud.
- Led Development efforts on iOS/WatchOS app from scratch for research in health industry, using SwiftUI for the UI, CoreMotion to detect gyroscope, motion, magnetometers and accelometers events.
- 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 XCTest 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, WKWebView, XCTest 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. , MapKit and CoreLocation were used for the map to display location of autonomous car and the current location of the user requesting ride.
- Agile environment using XP taking advantage of pair programming.

## Other Experiences

- Mobile Engineer — [RESAAS](#) (Canada - Remote) 2019 - 2021
- iOS Developer — [ilegra](#) (Brazil - Remote) 2018 - 2018
- Mobile Developer — [IBM](#) (Brazil - Remote) 2017 - 2018
- iOS Developer — [Aioria Software House](#) (Brazil - Remote) 2016 - 2017
- Application Support — [Dell](#) (Brazil - Remote) 2012 - 2014

## Education

### UniRITTER

BSc in Computer Science - 2021 - 2024