FELIPE BRIGAGÃO DE ALMEIDA

IOS DEVELOPER

PROFILE

iOS Developer with 1 year and 1 month of experience inside of Apple Developer Academy, and already developed 1 Game, and 1 App, and we have a second App coming up to the store.

SKILLS

Programming Languages
Swift

Frameworks/Technologies
MVC, MVVM, VIP, Core Data, User Defaults, UIKit, SwiftUI, SpriteKit, View Code.

CONTACTS

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CAREER RESUME

Ultramarine: Infinity Dive
A top-down infinite game, in which the player finds obstacles and has to refill his energy with a yellow cell, the deep player goes, darker will be the environment.
Link:
https://apps.apple.com/br/app/ultramarine-infinity-dive/id1577826495?l=en

noBurn
Is a productivity app that will help you stay focused while working, but also know when it's time to take a break.
You will be able to register the tasks you have to do and schedule your breaks while doing that task.
Link:
https://apps.apple.com/br/app/noburn/id1592036798?l=en

ProdCast
Is a productivity app that will help content creators with the organization of their episodes, with themes, scripts, launch dates, and more.
Link:
https://apps.apple.com/br/app/prodcast/id1600978159?l=en

EDUCATIONAL FORMATION

Universidade Católica de Brasília
Bachelor in Computer Science
- Started in the second semester of 2019
- Expected finalization at the end of 2023