

# Gabriel Silveira

Brazilian

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## ABOUT ME

Hi, I'm Gabriel :)

- +10 years of software development experience;
- +9 years building iOS applications in Swift/Objective-C;
- Working as Sr. iOS Engineer in Wallapop. App with +10M monthly users;

I'm an iOS Engineer and Software Engineer who loves to discover new technologies, learn new practices and challenge myself in every new project. Currently living in Brazil and working remotely.

## EDUCATION

- Software Engineering - PUCRS  
Brazil (2015-2019)
- Apple Developer Academy - PUCRS  
Brazil (2015)

## PROGRAMMING

- iOS - Swift | View Code | SwiftUI | UIKit (Advanced)
- iOS - Objective-C (Advanced)
- Java (Advanced)
- JSP | HTML | JavaScript (Intermediate)

## OTHER SKILLS

Unit Testing | Git | Agile Development Scrum | Kanban | Clean Code | Firebase | Optimizely | Push Notifications | RxSwift | Core Data | App Store Review | SPM | CocoaPods | Carthage | Vapor (Swift server side) | XCTest | XCUI Test | RESTful APIs | CI/CD (Fastlane, GitHub Actions, Jenkins, Bitrise, Travis CI, GitLab CI)

## CERTIFICATES

- Apple Developer Academy - Dec/2015
- CCAA English Course- Dec/2014

## LANGUAGES

- Portuguese (Native)
- English (Advanced)
- Spanish (Advanced)

## WORK EXPERIENCE

- SR. iOS Engineer - Grid (07/2024 - Today)
  - Financial services company based in US.
  - Worked in the re-design of the products using SwiftUI, Combine, Cocoapods, SPM and MVVM.
  - We did a huge update from Cocoapods to SPM.
- SR. iOS Engineer - Wallapop (01/2022 - 07/2024)
  - Spanish marketplace which runs in Spain, Italy and Portugal.
  - Implemented Two Factor Authentication feature, using Swift, RxSwift and TCA, adding more security to our users and impacting our metrics of ATOs (account takeovers).
  - Implemented a Refresh Token system in our API Client, adding more security to the users, preventing hijacking attacks from hackers and also impacting in our metrics of ATOs (account takeovers).
  - Led the SwiftUI initiative into the iOS chapter, creating a roadmap and planning the first tasks we should do to prepare our codebase to use SwiftUI.
  - Increased the number of modules in our codebase, decoupling some of the bigger modules and decreasing the complexity between our inner dependencies.
- iOS Engineer - Mindera PT (09/2020 - 01/2022)
  - E-commerce from England which runs all over the world.
  - Implemented Users Favorite feature, using Swift, SwiftUI, Combine, and MVVM.
  - Helped the team on the modularization of our codebase.
  - Worked on updating our dependency manager from Cocoapods to SPM (Swift Package Manager).
- iOS Engineer - Sicredi (08/2019 - 09/2020)
  - Bank from Brazil.
  - Worked on the maintenance of their digital bank application.
  - The project was a little bit Legacy, so I've worked mainly in the modularization process, architecture update and Objective-C to Swift translation.
  - We've used Swift, RxSwift, MVVM and Cocoapods.
- iOS Engineer - 4all (02/2016 - 08/2019)
  - Fintech Startup from Brazil.
  - Worked on different apps from scratch as Payly, Saque e Pague Digital, Ambev Pay, Elo Labs and Recarga Agora. All of them were digital wallet applications, with P2P transfers, payments, etc.
  - Predominantly worked with Swift, Objective-C and Cocoapods
- Intern iOS Engineer - Apple Developer Academy (2015)
  - 1 year of specialization in iOS development
- Java Web Engineer | Intern - ilegra (05/2014 - 12/2014)