# Guilherme Viana

iOS Mobile Developer

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## SUMMARY

iOS Mobile Developer with over 2 years of programming experience, including 1 year dedicated to native mobile app development using Swift, UIKit and SwiftUI. Knowledgeable in employing SOLID principles, MVVM architecture, and design patterns to develop scalable and maintainable mobile app architectures. Experienced with the iOS SDK and the Xcode environment, while also with writing unit tests to maintain clean, reliable code, and debugging and profiling application code to ensure optimal performance. I have managed the entire development lifecycle of an app from concept to successful deployment and updates on the App Store.

## SKILLS

**Proficient:** Swift, UIKit, Xcode, MVVM/MVC, REST APIs, Core Data, Git, SwiftLint
**Intermediate:** SwiftUI, Unit Testing (XCTest), SOLID, Core Location, MapKit, Cocoapods, Swift Package Manager, Firebase, Realm, C
**Beginner:** UI Testing (XCUITest)

## PROFESSIONAL EXPERIENCE

**iOS Mobile Developer,** Nearby Eats
Lisbon, PT                                                                                          01/2024 to 05/2024
**Core Responsibilities:**
- Led the development of Nearby Eats, a location-based dining app, from concept to launch on the App Store.
- Enhanced UX by integrating the Core Location API, enabling search functionalities based on user proximity.
- Improved user engagement by creating a custom interactive mapping feature using MapKit API.
- Ensured high-quality and reliable app performance by implementing robust unit tests with the XCTest framework.
- Improved usability for visually impaired users by adapting application UI to support accessibility features.

**Key Technologies and Tools:** Swift, UIKit, Xcode, MVVM architecture, Core Location, MapKit, SOLID principles, Unit Testing (XCTest), Git
**Link to the App Store:** Download

**iOS Mobile Developer,** Apple Products
Lisbon, PT                                                                                          09/2023 to 01/2024
**Core Responsibilities:**
- Led the development of the Apple Products app, optimizing it with the MVVM architecture, and reducing debugging time by 50% and improving overall code organization and maintainability.
- Enhanced application performance and user interface responsiveness by optimizing network communications using URLSession for REST API interactions.
- Fostered a collaborative development environment by standardizing Git for version control, ensuring code integrity and facilitating team contributions.
- Boosted user engagement by integrating Core Data to allow users to save and manage their favorite products effectively.

**Key Technologies and Tools:** Swift, UIKit, Xcode, MVVM architecture, Core Data, SOLID principles, REST API communication, Git

**iOS Mobile Developer,** [TS Quiz](#)
Lisbon, PT                                                                                                          09/2023 to 01/2024
**Core Responsibilities:**
- Led the full development cycle of the TS Quiz app, built using Swift and UIKit, implementing Auto Layout within the Xcode IDE for intuitive user interfaces.
- Enhanced response times for data retrieval by leveraging URLSession for efficient API communication.
- Expanded data capabilities by integrating Realm, which improved cloud synchronization efficiency and user data security..

**Key Technologies and Tools:** Swift, UIKit, Xcode, MVVM, Core Data, Realm, REST API communication, Git

## EDUCATION
**Bachelor of Information Systems**
PUC Minas                                                                                                          08/2024 to 06/2028

**Bachelor of Law**
Universidade Federal do Rio de Janeiro, UFRJ, Rio de Janeiro, Brazil                          10/2015 to 01/2021

## CERTIFICATES/COURSES
**CS193P - Developing Applications for iOS using SwiftUI,** Stanford University          06/2024
**[The Swift Arcade Professional iOS Development Course](#),** Udemy                              03/2024
**[iOS Journey](#),** Backfront Academy                                                                  09/2023 to 02/2024
**100 Days of Swift (UIKit)**, Paul Hudson                                                           10/2023 to 01/2024
**iOS Dev Interview Prep - Take Home Project - UIKit**, Sean Allen                              11/2023
**Software Engineering,** 42 Lisboa, Portugal                                                       10/2022 to 10/2023

## LANGUAGES
**Portuguese:** Native
**English:** Fluent
**French**: Basic