



SIMÃO SILVA

iOS Developer

📍 Rua de Camões n 102 Brito, Guimarães
☎ (+351) 914 059 159
@ psimaolsilva@gmail.com
in linkedin.com/in/simao-silva-0ab7b11ab/
github.com/PedroSimaoLemosSilva
🌐 pedrosimaolemosilva.github.io

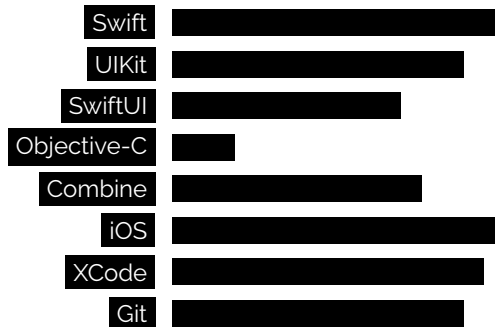
WHO AM I?

My name is Pedro Simão Lemos Silva and I'm 25 years old. I am portuguese and live in Brito, Guimarães. I am graduated with a Degree in Computer Science from Universidade do Minho.

I am a **Junior Mobile Engineer - iOS** at **loomtech**.

Since that I built an **iOS Marvel app(1)**, worked on the **iOS Farfetch app** and I am currently working on the **Cari app**, a **food delivery mobile application**.

My main interests are overall **Programming/Coding**, **new technologies**, **photography** and **reading**.



EDUCATION

Computer Science Degree (Licenciatura em Ciências da Computação) **Universidade do Minho**
I have gained not only practical knowledge, but also theoretical knowledge about programming and mathematics.

PROFISSIONAL EXPERIENCE

4/2024 - 10/2024 Junior Mobile Engineer - iOS

loomtech

I am currently working on the **Cari App** at **TheTakenSeat**, a food delivery service in the middle eastern.

My responsibilities:

- Discuss and build large scale features for the **Cari iOS app**, like implementing promotional banners, revamping UI and adding payment methods;
- **Improve UX**;
- Refactor old code. For example, remaking **Swift Storyboard View Controllers** in **UIKit** and/or **SwiftUI**. Also updating code according do **latest patterns and conventions**;
- Add tech tools to help iOS developers work, like for example **SwiftLint**;
- Correct **bugs** and other flaws present in the iOS app;
- **Review submitted code**;
- **Test the iOS app** to find any vulnerability or bug;
- **Ensure compliance with design guide**;
- **Work and communicate** with colleagues to outline current and future features, by exchanging ideas and opinions.

I cemented my knowledge in **Swift**, especially **SwiftUI** and **UIKit**, and improved my skills in **MVVM** and **Combine**.

I also got to implement **SOLID principles** day-to-day and work with **RESTful APIs**, **JSON**, **Git**, and third-party libraries like **SwiftLint**, **Google Maps**, etc.

My responsibilities:

- Created a simple **iOS Marvel app(1)** that served as a learning experience to begin developing apps in the iOS environment.
- Discussed and built small scale features for the **Farfetch iOS app**;
- Refactored old code by remaking **Objective C Views** in **UIKit**;
- Corrected **bugs**;

I learned to program in **Swift, Objective-C** and learned about **iOS mobile development**. I also learned **Scrum(Jira)** and **CI/CD(Jenkins)**, and I deepened my knowledge of **Git**.

OTHER PROJECTS

Since I am quite new in iOS development, I don't have a lot of projects besides my professional work, but I worked in some while studying:

- **JavaScript** and **TypeScript**: didactic game that simulates the Game of 24(2), in which **Phaser framework** were used. This is a game that is meant for children to learn mathematics while playing.
- **Java**: project program capable of replicating the process of a delivery application in a terminal(3).

OTHER SKILLS

- **Communication and teamwork** with colleagues;
- **Proactivity and initiative** by trying to make the right decisions without interfering with other's work;
- **Show availability and help** my colleagues every moment possible;
- **Possess a critical point of view** about everything I work;
- **Contribute to a better workspace environment**.

LANGUAGES

Portuguese - native
English - proficient

OTHER LINKS

- (1) <https://github.com/PedroSimaoLemosSilva/MarvelComicsApp>
(2) <https://www.hypatiamat.com/jogos/24game/nv/>
(3) <https://github.com/PedroSimaoLemosSilva/ProjetoP001920>