

Renan Magagnin da Silva

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Education

UFRGS - Federal University of Rio Grande do Sul

Porto Alegre, Brazil

B.S. IN COMPUTER SCIENCE

Jan. 2017 - PRESENT

- Anticipated graduation date: Dec. 2021

Skills

Portuguese native

English fluent

Swift iOS, tvOS and watchOS

Others C/C++, Python, Java, \LaTeX

Experience

Apple Developer Academy | PUCRS

Porto Alegre, Brazil

iOS DEVELOPER

Jan. 2017 - Dec. 2018

- Development of apps and games in Swift/Objective-C for iOS, tvOS and watchOS.
- Project management and product development of over 10 different projects using Scrum.
- Usage of Challenge Based Learning.

Published Works

Chrono Division

[Youtube](#) [App Store](#)

A BEAUTIFULLY PLEASANT TIME WARPING SHOOT'EM UP GAME FOR IOS.

2018

- Created the concept and developed the Swift code of the game alongside other 3 developers and a designer.
- Built an Entity-Component-System architecture on top of SpriteKit/GameplayKit.

Breather

[App Store](#)

AN IOS/WATCHOS APP WITH JOURNALING AND A BREATHING EXERCISE TO HELP WITH ANXIETY OR PANIC ATTACKS.

2018

- Designed the user interfaces and user experience in the iOS and watchOS apps.

Orbs

[Youtube](#) [GitHub](#)

A WWDC18 SCHOLARSHIP WINNING SWIFT PLAYGROUND WHERE THE PLAYER HAS TO FIGHT OFF WAVES OF ENEMIES.

2018

- Developed all of the Swift code and designed the experience and visuals of the game.

Mindblower: The Game

[Medium](#) [Youtube](#) [App Store](#)

A GAME FOR IPAD WHERE YOU BLOW MINDS, LITERALLY. WWDC19 SCHOLARSHIP WINNING PROJECT.

2019

- Developed all of the Swift code and designed the experience and visuals of the game.
- Wrote an article describing and reflecting on the entire creation process behind the project.

Fora Memer

[Youtube](#) [App Store](#)

AN IOS GAME WHERE THE PLAYER MUST AVOID PROTESTERS AS BRAZIL'S UNPOPULAR PRESIDENT, MICHEL TEMER.

2017

- Created the concept and developed the Swift code of the game in 3 days alongside other 2 developers and a designer.

Honors & Awards

2019 **Apple's WWDC Scholarship**, One of 350 creative students selected worldwide.

San Jose, USA

2018 **Apple's WWDC Scholarship**, One of 350 creative students selected worldwide.

San Jose, USA

2018 **Movie Next**, One of 15 iOS developers selected nationwide for a one-month course at iFood.

Campinas, Brazil