

# André Dias

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## SOFTWARE DEVELOPMENT SUMMARY

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Experienced and product-focused iOS Developer with 8 years of expertise in owning technical and operational roadmaps utilizing iOS, Swift, and Objective-C.

Driven by a passion for tackling complex and innovative mobile challenges, I have successfully created highly scalable applications with millions of monthly users. Throughout my career, I have taken on pivotal roles in multiple projects, taking responsibility for planning and delivering key features and resolving critical bugs. These efforts have directly contributed to increased profitability, improved user reviews, and garnered positive ratings on the Apple Store.

By leveraging my comprehensive knowledge of iOS development and utilizing cutting-edge technologies, I consistently deliver great results. My proactive approach to problem-solving and attention to detail enable me to create user-friendly applications that exceed expectations.

With a strong track record of success and a commitment to driving excellence, I am eager to contribute my skills and expertise to future projects, making a significant impact on both user satisfaction and business growth.

## TECHNOLOGIES AND LANGUAGES

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**Languages:** Swift, Objective-c

**Technologies:** SwiftUI, Combine, RXSwift, Server Driven UI, MVC, MVVM-C, VIP, Firebase, Git, Auto Layout, View Code, Widgets, GCD, XCTest, Quick and Nimble, Alamofire, Jenkins, Bitrise, TestFlight, Crashlytics, Cocoapods, SPM, Clean Architecture, Functional and OOP.

## EMPLOYMENT & EXPERIENCE

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### iOS Developer

Remote

Zig

*June 2023 – Current*

- I am responsible for the white label project, the company is selling the app with no brand, to specific entertainment clients that want an app focused on helping than facilitating part of the service of a pub or a bar. I used a build configuration approach instead of the target one.
- I focused also on improving the code coverage of the project that was low, I helped increase by 15%.

[App Itunes link.](#)

### iOS Developer

Remote

Hurb

*Nov 2020 – June -2023*

- Refactored home and profile screen, from MVVM to VIP + MVVM architecture using SwiftUI leading to less code, better performance, better maintainability and user experience.
- Mentored and helped junior developers, giving feedback and doing pair programming to help them to level up.
- I delivered features, fixed bugs, and helped with the refactoring of the code base, leading to better user experience and improvement of user reviews and star reviews on the apple store from 4.5 to 4.8.
- I got 6th place for most coding contributions of all engineering teams in 2022 (more than 100 developers).

[App Itunes link.](#)

### iOS Developer

Remote

Go.K

*Aug 2017 – May 2020*

- Handled the project, most of the time all by myself (iOS part), took technical decisions, dealt with the client directly (Pernambucanas), understood and planned new demands and bug fixings, and negotiated deadlines.

- Refactored the app architecture, from MVC to MVVM, from a gigantic storyboard to separated views using view code technique, improving maintainability and scalability.
- Helped the company grow from a simple card management app to a digital bank full of features that made the Pernambucanas client way easier.

[App Itunes link.](#)

### **iOS Developer**

Concrete Solutions (Accenture)

São Paulo

*Aug 2016 – Aug 2017*

- Helped the team to maintain, delivering features and fixing bugs in a big project (Carrefour client).
- Helped on creating a new app (Atacadão app) from the same carrefour app code base, we used different targets to handle UI and features.

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## **EDUCATION**

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### **Cruzeiro do Sul University**

*Computer Science*

*2024 - 2028*