

Summary

iOS developer working as an Indie developer on personal projects. With a degree in Design and Psychology, I have 20 years' experience in graphic design, front-end development and user interface design, as well as experience in typography, UI/UX. Where teamwork is essential, we focus on efficiency, sustainability, optimization and integration.

Skills

Swift, SwiftUI, UIKit, ViewCode, Firebase, Combine, API, CoreData, CocoaPods, MVVM, Git, GitFlow, Photoshop, Illustrator, CorelDraw, Pixelmator, Figma, FinalCut Pro, UI/UX, Python, SQL, Power BI, JavaScript.

Projects

Jr. SwiftLab | Swift, SwiftUI, UI/UX, GitFlow, MVVM

November 2023

- I implemented a search function to filter frameworks based on user input using @Published and @State.
- I created custom SwiftUI views such as FrameworkListView and FrameworkDetailView to display framework data.
- I used MVVM architecture with ObservableObject view models to manage application state.
- I used property wrappers such as @State, @Binding, and @ObservedObject to manage the state of the UI.
- I created custom model objects such as Frameworks and MockFrameworks to represent data.

BeCoin | Swift, SwiftUI, Combine, CoreData, UI/UX, GitFlow, MVVM

September 2023

- The BeCoin application was built on MVVM architecture, among other things, to make testing easier.
- To achieve a great user experience, I separated the logic of the interface by using the Combine structure to manage data flows.
- The introduction of multithreading strategies resulted in an average 30% increase in application performance and a smoother user experience.
- I used CoreData to ensure the security and persistence of portfolio data.

Reach out my [GitHub](#) and my [Portfolio](#) for more projects.

Work Experience

Secretaria de Planejamento de Sergipe | Graphic Designer

February 2011 / December 2015

- Collaborated with a dedicated team to create an extensive collection of graphic and photographic materials documenting the rich culture and social history of the state of Sergipe.
- Teamed up with historians, anthropologists, and local cultural heritage experts to ensure the production of historically accurate materials aligned with the complexity of the projects.
- Projects I helped create were widely used and exhibited in over 100 publications, exhibitions, and cultural events at the regional and national level.

Ateliê Matéria Prima | Art Director

January 2007 / December 2010

- I managed a team of 3 designers and 1 scriptwriter in the creation, development, execution and revision of the company's graphic materials, web development and the visual identity of products.
- I developed a new institutional website that was launched in 2007 and received more than 1 million visits in its first year.
- I created a new font family for the company's internal projects.
- My initiatives resulted in a 95% increase in customer satisfaction. This achievement led to a 30% increase in revenue.

Bootcamps

- [Swiftful Thinking](#)
- [100 Days of SwiftUI](#)
- [iOS & Swift Bootcamp](#)
- [SQL Full Stack](#)
- [Python Full Stack](#)
- [JavaScript Full Stack](#)
- [Git/GitHub](#)
- [Google: Data Everywhere](#)
- [Google: Driven Decisions](#)
- [Google: Data Exploration](#)
- [Google: Data Science](#)

Education

Systems Analysis and Development | UniFatecie

Psychology | Unit - Universidade Tiradentes

Graphic Design | Unit - Universidade Tiradentes

January 2024 / In progress

January 2005 / December 2010

August 1998 / July 2003

Languages

Portuguese | Native

English | Professional working proficiency