

Arthur Pinto Sobrosa Lopes

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Skills

- SwiftUI and UIKit: Developing interfaces using Storyboard and ViewCode
- Architectures: MVVM-C, MVC, MVP and VIPER
- Unit Tests: XCTest for creating and executing unit tests
- Data Persistence: Firebase, CoreData and CloudKit
- Reactive Programming: Combine and RxSwift
- Development and Integration of RESTful APIs
- SwiftLint and SwiftFormat (Clean code)

Apps

Planno

- Help students organize their study routine with personalized study schedules and sessions.

Tasky

- Organize and manage tasks within a familiar environment. Users can create and assign tasks, accumulate points and use them to redeem rewards.

AirChess

- Multiplayer chess game in augmented reality available for iPhone and VisionPro.

Bisca

- Fun card game. Single and multiplayer mode.

Experience

Apple Developer Academy, iOS Developer (02/2023 - present)

- Creating apps on iOS, macOS, watchOS and visionOS platforms.
- Actively contributing to identifying real problems, researching solutions, and fostering team development, while aligning project needs with challenges and best practices applied throughout the process (CBL).
- SCRUM and agile methodologies.
- Experience in code versioning tools (Git).
- UX and App Design.
- Implementation of good code practices, using design patterns and clean code.

Awards

App Development with Swift - Certified User

- Certificate of proficiency in App Architecture, AppDesign, HIG, InterfaceBuilder, Interface Design, Storyboards, iOS SDK, UIKit, Xcode, Xcode Playgrounds, Debugging and Swift Programming.

WWDC24 - Swift Student Challenge

- Winner of a competition held by Apple that rewards 350 Swift students around the world.

Education

Computer Science

- Universidade Federal do Rio Grande do Sul