

BRUNO GUIDOLIM

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 Age: 25 - <http://guidolim.com>

LANGUAGE

English: Advanced

Portuguese: Native

EDUCATION

Faculdade de Tecnologia de Americana (FATEC) – Americana/SP - Brazil

Programming and Game Development

WORK EXPERIENCE

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|-----------------------------------|---|
| May 2014 to present | iOS Developer, Verisoft Group (Campinas/SP - Brazil) iOS Developer working with Objective C, Web Services Integration, External Frameworks, Core Device functionalities for native applications. |
| Dec. 2012 to Apr. 2014 | Head of iOS Development, Amithiva (Americana/SP - Brazil) Head of iOS Development and iOS Developer working with Objective C, Web Services Integration, External Frameworks, Core Device functionalities for native applications. Development of presentations and webapps with HTML5/CSS3/JS for iPad, exporting assets with Adobe Photoshop and Adobe Illustrator. |
| May 2012 to Oct. 2012 | SAP Consultant and iOS Developer, Agile Solutions (Palo Alto, CA - USA) SAP HANA implementation (UI) and iOS development with SAP integration (Nestlé). |
| Nov. 2011 to May 2012 | Mobile Software Developer, Ci&T (Campinas/SP – Brazil) I've developed some applications for big companies such as Coca-Cola, Mc Donald's and Johnson&Johnson with a lot of technologies like Objective C, HTML5/CSS3/JS (PhoneGap), Titanium Mobile and NetBiscuits. |
| Mar. 2007 to Oct. 2011 | Software Analyst, Folhamatic (Sage Group) (Americana/SP – Brazil) Software analysis for accounting software called Telecont, integration with financials softwares and governmental procedures. Requirements analysis and development with FoxPro/.Net C#. |

VOLUNTEER EXPERIENCE

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| Aug. 2013 to current | iOS Lead Architect, FoodCircles, LLC (Grand Rapids, MI – USA - Remote) I've developed the iOS app for FoodCircles, an startup focused in feed hungry children. App developed in Objective C, using some 3rd parties modules like PayPal, AFNetworking, PSTCollectionView. Link: https://itunes.apple.com/us/app/foodcircles-for-iphone/id710592600 |
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SKILLS

- Objective C, Xcode
- Storyboard/XIB, CoreMotion, CoreAnimation, MapKit, CoreLocation, Notifications, GameKit
- REST/SOAP requests and JSON/XML responses
- Cocos2D, SpriteKit
- AFNetworking, SSKeychain, JSONKit, MBProgressHUD, PSTCollectionView, TestFlight, Crashlytics and many others.
- Git, SVN

PERSONAL PROJECTS

Lights Out

Lights Out is a classic game that I ported to iOS. The goal is turn all lights off, but for each light that you tap, the lights around wants to participate too, that is the challenge. More than 300k downloads, editor's choice on Jan. 2013, #1 for three days in Belgium, France, Spain on overall and entertainment categories.

Technologies/Funcionalities:

- Titanium and Objective C versions
- In-app purchases
- Game Center

Link: <https://itunes.apple.com/app/id431188899?mt=8>

Flying Moo

A hit game for iPhone.

Technologies/Funcionalities:

- Objective C / Cocos2D
- In-app purchases
- Game Center
- Facebook and Twitter integration

Link: <https://itunes.apple.com/app/id515838864?mt=8>

O Sábio

This is a "Bla-bla-bla generator" app, just for fun and share useless phrases on Facebook and Twitter, but just in Portuguese.

Technologies/Funcionalities:

- CoreMotion framework
- Facebook and Twitter integration

Link: <http://itunes.apple.com/app/id517537875?mt=8>

GameKit Easy Module

This is a module for Titanium Mobile, coded in Objective C for Titanium developers can use it with JavaScript. I've created this module, because there was just one module like this on Appcelerator Marketplace, I needed to implement it on my own game, but I didn't want to pay monthly, so I've created a pay once module. My module was reviewed with five stars.

Link: <https://marketplace.appcelerator.com/apps/4118?368511674>