

CHRISTIAN F. M. SAMPAIO

Born on 1991's Christmas eve, Brazilian | christianfsampaio@gmail.com

I AM

- An addicted software crafter who strives to do the best job I can.
- Continuously seeking for improving my coding skills and learning new stuff.
- Currently focused on Objective-C development and loving it.

I HAVE BEEN

An iOS Developer @ CI&T

Campinas, São Paulo - Brazil — Nov/2012 - present

I work with the **team** understanding the projects needs and writing them into code. Choosing the most suitable API's, **we** build advanced products that most of the times requires integration with another systems. **We** craft iOS apps for internal, enterprise and public use. Also, I like being part of internal mastery initiatives by encouraging, participating, and even coordinating some gatherings like Dojos, Tech Talks and Study groups.

Accomplishments and Responsibilities

- Developed iOS apps for companies like Tetrapak, Monsanto, Johnson & Johnson and Natura.
- Involved into mastery initiatives.
- Formal recognition for "Mastery skill"

An IT Technician @ Sathi

Campinas, São Paulo - Brazil — Mar/2008 - Oct/2012

I was responsible for installing and configuring computer hardware and Operating Systems, monitoring and maintaining networks, providing client support either over the phone or onsite, troubleshooting and resolving hardware/software faults, managing and installing Server systems, along with another tasks.

Accomplishments and Responsibilities

- Started as an intern and ended up as Lab manager.
- Developed an internal software to help handling the Service calls and issues.
- Helping newcomers to get started on the company process and role duties.

I HAVE STUDIED

@ COTUCA - Technical High School of Campinas by UNICAMP

Elechtronics Technician — 2007-2011

Solid education in Mathematics and Elechtronics. The course was mainly focused on deep electric foundation and advanced calculus techniques.

@ FATEC - Technology University of São Paulo

Digital Games — 2012

Studying games from the ground up, from the fundamentals to advanced topics like game development known proccesses, programming techniques and behavioral aspect of games.

I HAVE SPOKEN IN PUBLIC

for an iOS Track

@ The Developers Conference, São Paulo — jul/2013

A technical talk regarding KVC - An iOS development topic.

@ NSNull Conference, Campinas - sep/2013

A technical talk regarding AFNetworking 2.0 and NSURLSession introduced with iOS 7, both are API's that helps handling network interface on iOS.

I HAVE WRITTEN

- [An article about iOS Core Animation on *Guilmo*](#)