

🔧 Professional Experience

◆ **Developer Relations** - Virgil Security - Jan/2019 (ongoing)

- ▶ Virgil Security builds easy-to-use cryptographic software and services for use by developers and end-users.
- ▶ I help developers and founders on a daily basis build secure and end-to-end encrypted solutions that need to comply with HIPAA and GDPR. Conference speaking, demo projects (Java, Swift, JS, ...), tech support, videos and docs.

◆ **iOS Engineer** - Rocket.Chat - Sep/2017 until Feb/2019

- ▶ Rocket.Chat is a free open source team chat Slack alternative.
- ▶ I was in charge of maintaining and developing new features for the iOS App in Swift and Objective-C, writing unit tests and managing Open Source contributions. HTTP, WebSockets, Realm, OAuth, SAML, CAS.

◆ **iOS Engineer** - Apple Developer Academy - Jan/2016 until Dec/2017

- ▶ Apple Developer Academy is an internship program created by Apple to train Developers for Apple Platforms
- ▶ Developed 4 Apps and Games for iOS and tvOS - all published on the App Store

◆ **Scientific Researcher** - LAPADA - Aug/2015 until Jul/2016

- ▶ LAPADA is a research and development laboratory at IFCE focused on accessibility
- ▶ Worked on a Virtual Reality Game in Unity C#, using Oculus Rift, Leap Motion and a custom adapted Treadmill

🏆 Achievements & Side Activities

◆ **WWDC 2017 Scholarship Winner** - Apple - Jun/2017

- ▶ WWDC is a conference held annually in California by Apple Inc
- ▶ My project submission was selected by Apple and I attended WWDC17 with paid-for trips and accommodations

◆ **AltConf 2018 & 2019 Speaker** - AltConf - Jun/2018 & Jun/2019

- ▶ AltConf is a community event held annually in California alongside WWDC
- ▶ 2018: Going Open Source - Advantages and Lessons Learnt (cardo.so/altconf2018)
- ▶ 2019: Don't F it up - Simplifying security decisions (cardo.so/altconf2019)

◆ **Google Summer of Code Mentor in 2018 and Admin in 2019** - Google - 2018 & 2019

- ▶ GSoC is a global program focused on bringing more student developers into open source software development
- ▶ As a successful Mentor and Admin, I was invited to the 2018 summit held in California and 2019 summit held in Munich

🚀 Other Projects

● **Rocket.Chat.Dropbox.Paper** - Rocket.Chat App (github.com/cardoso/Rocket.Chat.Dropbox.Paper)

I worked alone on this project as a proof of concept for integrating a document collaboration tool in Rocket.Chat using the newly developed Apps engine. Published on the Rocket.Chat Marketplace.

● **Stalkr** - Project & Infrastructure monitoring tool for Apple TV (github.com/getstalkr)

I worked on a team of 4 developers and 1 scrum master as the backend developer using Server-Side Swift with Vapor, git, tests and continuous integration with Travis. Published on the App Store.

● **Pong Bash** - Local Multiplayer Pong Game for Apple TV (cardo.so/pongbash)

I worked on a team of 3 developers and 1 scrum master as a Game Designer, Gameplay & Controller Interface programmer using Swift, SpriteKit and Multipeer Connectivity. Published on the App Store.

● **Blau** - Physics Puzzle Game for iOS (blaugame.com)

I worked on a team of 4 developers and 1 scrum master as a Game Designer and Gameplay Programmer using Swift, SpriteKit and GameCenter. Published on the App Store.

● **Practiceit** - Practice Management Productivity App for iOS (cardo.so/practiceit)

I worked on a team of 2 developers and 1 scrum master as the Lead UI Designer & Programmer using Objective-C and various prototyping tools. Published on the App Store.

👤 Open Source Contributions

◆ **ReSwift** - ReSwift - github.com/ReSwift - 2018

- ▶ ReSwift is the most popular redux Swift library.
- ▶ Contributed the most popular sample project included in the README: <https://github.com/cardoso/ReduxMovieDB>

◆ **Vapor** - Qutheory - github.com/vapor - 2017

- ▶ Vapor is the most popular server-side Swift framework.
- ▶ Contributed to its authentication (auth and auth-provider) and ORM (fluent) modules with over 500 lines of code.

💬 Languages

◆ **Portuguese**

- ▶ Read, write and speak natively

◆ **English**

- ▶ Read, write and speak fluently (self-taught)

◆ **German**

- ▶ Read, write and speak well (language school/self-taught)