Matheus Cardoso

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🎓 Academic Education

- ✦ **BSc in Computer Engineering** (ongoing) - IFCE - Fortaleza-CE - Dec/2014 until Dec/2019
- ▶ I've been part and helped in many research projects with professors and student colleagues
- ▶ Scholarship from CNPq (National Council for Scientific and Technological Development

🛠 Professional Experience

- ✦ **Software Developer** - Apple Developer Academy (aka BEPiD) - Fortaleza-CE - Jan/2015 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 - Fortaleza-CE - 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, using Oculus Rift, Leap Motion and a custom adapted Treadmill

🚩 Achievements

- ✦ **WWDC Scholarship Winner** - Apple - San Jose-CA - Jun/2017
- ▶ WWDC is a conference held annually in California by Apple Inc where companies and engineers from around the world gather to discuss the latest innovations
- ▶ My project submission was selected by Apple and I attended WWDC17 with paid-for trips and accommodations as a scholarship winner

📐 Most Relevant Projects

- ◉ **Stalkr** (ongoing) - Project & Infrastructure monitoring tool for Apple TV (**getstal.kr**) - Apple Developer Academy - 2017
  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**) - Apple Developer Academy - 2017
  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**) - Apple Developer Academy - 2017
  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**) - Apple Developer Academy - 2017
  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.
- ◉ **PITME** - VR Game and Treadmill for Physiotherapy - IFCE/LAPADA - 2015
  I worked on a team of 3 developers, 2 lead developers and 1 professor as a VR Gameplay programmer, Leap Motion and Treadmill interface programmer. A short paper about the project was presented at the XIV Brazilian Symposium on Computer Games and Digital Entertainment (SBGames 2015)

🧑 Open Source Contributions

- ✦ **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 adding significant features.

⟨⋯⟩ Programming Languages

- ✦ **Objective-C and Swift**
- ▶ 2 years professional experience w/ iOS/tvOS & the back-end
- ✦ **C#/.NET Framework**
- ▶ 3 years personal exp. w/ Windows Forms
- ▶ 1 year research exp. w/ Unity
- ✦ **C/C++, Lua, Squirrel, HTML5, CSS3, ECMA/Javascript**
- ▶ Occasional usage in professional and personal/school projects.

💬 Languages

- ✦ **Portuguese**
- ▶ Read, write and speak natively
- ✦ **English**
- ▶ Read, write and speak fluently (self-taught)
- ✦ **German**
- ▶ Read, write and speak well (school)