Matheus Cardoso

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⚒ Professional Experience

- **Developer Relations Engineer** - Virgil Security - Jan/2019 until Apr/2020
  - ▸ 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)