

Eduardo Motta de Oliveira

A curious and motivated iOS engineer with 6 years in the field, driven by a passion for product development. Seeking opportunities to collaborate with cross-functional teams to deliver exceptional user experiences through interactive development. Committed to employing the best engineering practices and to promote a positive and collaborative work environment, fostering a culture of inclusivity, respect, and personal growth.

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✦ CORE SKILLS

iOS development ecosystem: Swift, Objective-C, Xcode, Cocoa Touch, most common iOS Frameworks.

App features and demands: auto layout, data persistence, networking, notifications, accessibility.

Architectures: MV* design patterns, coordinator, dependency management, modular architecture, one-way data flow, asynchronous flow management.

Quality assurance: clean code, documentation, team code review, unit tests, focus on user experience.

Collaboration: git, documentation, scrum ceremonies, good communication skills, technical leadership.

📁 WORK EXPERIENCE

iOS Developer - PicPay Serviços S/A, Brazil (Jul 2018 – Dec 2022)

At [PicPay](#), a payment app with 45 million monthly active users and a large native codebase, I was part of the Registration, Wallet, Account, and Investment teams, where I handled multiple technical responsibilities:

- Refining collaboratively UXs, technical designs, business requirements, and developing planning.
- Architecting, implementing, and delivering large-scale features while utilizing monitoring/analytics, remote flags and automated tests to guarantee reliability.
- Collaborating with backend engineers and designers to seamlessly integrate features and UI components, ensuring an exceptional user experience.
- Addressing bugs, technical debt and enhancing non-scalable code.
- Mentoring junior engineers and conducting onboarding sessions for new team members.

iOS Developer - Evologica Tecnologia e Pesquisa Ltda, Brazil (Dec 2016 – Apr 2018)

I was responsible for developing a portion of a car insurance application for one of its bank clients. My key tasks included:

- Designing and implementing scalable UIs compatible with iPhone and iPad.
- Regularly sharing updates and participating in daily/weekly meetings to discuss project progress.
- Conducting manual testing and reviewing the project to identify and resolve inconsistencies and bugs.

🎓 EDUCATION

Bachelor degree in Computer Science, 9.1 GPA out of 10.0 (Apr 2013 – Jan 2019)

Universidade Federal do Espírito Santo / University of California, Davis (Global Study Program)

🌐 LANGUAGES

English (fluent), Portuguese (native), Spanish (conversational)

Obs.: Authorized to work for any US employer (no sponsorship required)