

Erick Manaroulas Felipe

Software Engineer, Bachelor in Communications and Media, Specialist student in Software Engineering

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WORK EXPERIENCE

Eldorado Research Institute

Junior Software Engineer

Oct 2023 - Present

- Developed, maintained and documented a multiplatform (iPad, iOS, macOS) CRM application with realtime database syncing for multiple users, with a mixed Vapor and Node backend, Couchbase database and UIKit and SwiftUI frontend.
- Designed and worked on the complete transition of a Mac Catalyst UIKit app into native SwiftUI using Clean Swift architecture, leading to major performance and usability improvements .

Trainee Software Engineer

Oct 2022 - Oct 2023

- Refactored hardware intensive areas with better use of multithreading and faster algorithms, improving performance significantly.

Software Engineering Intern

Oct 2021 - Oct 2022

- Acquired experience with automated unit and integration tests, code reviews, git flow, refactoring, clean code, and Scrum practices.
- Designed and implemented various QOL changes for better user experience considering Nielsen's Heuristics .

Fanatee Game Studio

Quality Assurance Intern

Oct 2020 - Oct 2021

- Proposed, Developed and Oversaw implementation of an innovative method of executing deployment tests which cut down test time by 30% across all teams and paved the way for automated integration and regression testing within the company.
- Conducted various health checks through analytics

SKILLS

- Programming: Swift, Java, C#, Unity, Python, UIKit, SwiftUI, Spring, SQL, MongoDB, OOP, REST API, Git, Gitflow, Code Review, MVC, MVVM Design: Prototyping, Wireframes, User Flow, User Tests, Human-Centered Design, GDD.
- Testing: Unit Testing, Integration Testing, Regression Testing, Automated UI Tests, TDD, BDD, AB Testing.
- Communication: Design Proposals, Technical Reports, Presentations.
- Workflow: Scrum, Extreme Programming, Review Meetings, Retrospectives, Sprint Planning, Post Mortems, CI/CD Languages: Portuguese (Native), English (Fluent), German (Beginner), French (Beginner).

EDUCATION

State University of Campinas (UNICAMP)

Master's in Computer Science - 4 GPA

Jan 2024 - Present

- Academic Research and focus in Computer-Human Interaction (HCI) and Software Engineering.
- Coursework in: Ubiquitous Computing, Software Maintenance and Evolution, UX/UI Research and Design.

PUC Minas

Specialist in Software Engineering - 3.7 GPA

Mar 2024 - Mar 2025

- Coursework in: Requirements Engineering, Software Engineering, UX Design, Product Management, Systems Architecture, Applied Machine Learning, Frontend and Backend Development, APIs and Web Services, Databases, Software Quality and Testing and Cloud-based Architecture.
- Active participation in InterHAD - UNICAMP's Institute of Computing HCI research group

Apple Developer Academy Campinas

Mobile Development, Business and UX/UI Design

2021 - 2022

- Highly practical Apple-managed course focused on design and development of native iOS apps with an end-to-end approach (idea, design, prototyping, app implementation, branding, study of potential business strategies) .
- Developed 12 short (~1 month long) native iOS apps and a final project (~4 months long) (Swift, SwiftUI, SpriteKit, UIKit, Go, Figma).
- Elected Ambassador by my peers, representing them in various meetings and challenges to improve the program.

State University of Campinas (UNICAMP)

Bachelor in Communications, Arts and Media - 3.7 GPA

2018 - 2022

- Founding member of Gamecine, Unicamp's Institute of Arts' game development and research group.
- Teacher's Assistant in Introduction to Computational Thinking (2nd semester 2019).
- Coursework in: Object Oriented Programming, Software Engineering, Data Structures and Algorithms, Human-Computer Interaction, Computer Architecture, Operating Systems, and Software Maintenance and Evolution.

PROJECTS

Bot, Paper, Scissors

2022

- SwiftUI based iOS game about a Rock-Paper-Scissor playing AI, powered by Machine Learning (CoreML, CreateML, Vision). Built a Hand Recognition model using CreateML.
- Winner of the WWDC 2022 Swift Student Challenge .

Re(Cycler)

2021

- SpriteKit based iOS color switch game that teaches players about recycling.
- Winner of the WWDC 2021 Swift Student Challenge.

Gamecine

2021-2022

- Mentored new students on Game Design, Game Development, Version Control, Unity, C# and 3D modeling.

Covideogames

2021

- Educational Unity based mobile game that taught kids to keep safe in the pandemic.