# GUSTAVO DIEFENBACH

Mobile Developer | SwiftUI | UIKit | Flutter | Games

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## PROFESSIONAL OBJECTIVE

To contribute to the innovative development of digital products and solutions, applying creativity in process organization and suggesting improvements in user experience. Aiming to play a crucial role in creating engaging and memorable products, focusing on enhancing user satisfaction and entertainment.

## EDUCATION

**(2015 - Present)** Federal University of Rio Grande do Sul Electrical Engineering

**(2010 - 2014)** Liberato Salzano Vieira da Cunha Technical School Foundation Electronic Technician

## WORK EXPERIENCE

**(01/2024 - Present)** iOS Developer: Developing a mobile app for iPhone in Swift using SwiftUI.

**(03/2023 - Present )** iOS Developer, Apple Developer Academy - PUCRS: Explored Apple resources including SpriteKit, GameController, SwiftUI, UIKit, CoreGraphics, AVFoundation, and haptics.

**(01/2022 - Present)** Flutter Developer - Freelancer: Developing a mobile app in Flutter called Encarte Rápido, compatible with both iOS and Android platforms. The app generates supermarket flyers for advertising promotions.

**(11/2021 - 05/2023)** Project Assistant, PONFAC S.A: Worked with developed products that used computer vision and neural networks. Tasks carried out included equipment maintenance, product and prototype assembly, part design, and validation testing of parts and products.

**(06/2018 - 11/2021)** Electronics Technician, Hydraulic Works Laboratory - LOH / UFRGS

**(01/2014 - 06/2015)** Jr. Programmer - C Language, Pro Tune Electronic Systems.

## CERTIFICATES

English:
(2019) English Oxford University 5 – Advanced Level
(2018) English Oxford University 4 – Upper Intermediate Level

Courses:
(2024 - In progress) Unreal Engine 5 C++ Developer (Udemy)
(2019) Flutter and Dart Course (Udemy)
(2019) Python Course (Udemy)

Entrepreneur events:
(2023) Tecnopuc StartUp Garage with Encarte Fácil App - Finalist

Workshop:
(2023) Core NFC Framework (Apple Developer Academy)

Scientific Initiation Exhibition:
(2020) Calibrator for air concentration meters in water (UFRGS)
(2019) Dynamic analysis in a three-dimensional environment (UFRGS) (2018) Use of capacitors for pressure measurement in piezometers (UFRGS)

# KNOWLEDGES

Main knowledges: Swift | SwiftUI | UIKit | Dart | Flutter

Secondary knowledges: C | Python | AdMob | UXCam | Photoshop | SpriteKit | SceneKit | Illustrator | GameplayKit | Figma | GameCenter | Pro Create

# PROJECTS

**Encarte Rápido -** Flutter | API
Encarte Rápido is an app that streamlines leaflet creation for small and medium-sized Brazilian supermarkets. Replaces slow, costly services with a quick, affordable option, simplifying marketing.

Managed app with 250 paying clients, generating 1800 leaflet, 80% from paying clients.

Play Store: https://bit.ly/43yjReZ  | App Store: https://apple.co/4arn3LM

**Flipty: Where decision roll -** Swift | SceneKit | Haptics | Watch Kit | Voice Over | Core Motion
Developed an app for Apple Watch and iPhone with a six-sided dice game and a Head and Tails game, activated by gesture detection. Rotate your wrist to spin the dice, or make a throwing motion to flip the virtual coin.

App hit top 3 on launch day and stayed top 10 for board games on App Store for a week.

App Store: https://apple.co/4aUm33n

**Burguer Maker** - Swift | SpriteKit | AVFoundation | AdMob | Design
My first independent game, a burger maker simulator where difficulty scales with your score.
App Store: https://apple.co/3TzWM7b

**Tans: Logic for Kids -** Swift | SwiftUI | Haptics
Educational application focused on logical reasoning and computational thinking for children aged 7 to 9, developed using SwiftUI.
App Store: https://apple.co/3PS3swO