Ahoy —

I'm **IURI CHIBA**, a technical lead, mobile developer, product designer and agilist from São Paulo, Brazil.

— A bit about me

I'm a true believer in doing something with passion and guiding my teams to feel the same about it. It's really important for me to care about what I'm working on: *why do we do what we do?* *How do people interact with it?* *What does it make them feel?*

> " Work so people want to use your product, not so that they have to.

— Latest experience

'22+ doji

Doji UK

Internal Consultant

Current job — *since Jan '22*

I joined Doji as an intermediate between the Technology, Design, and Product teams.

Some of our initiatives include the adoption of no-code platforms to streamline front-end development for static and marketing pages and the development of our Design System.

Although still a work-in-progress, the development of our Design System is a huge step towards our vision for the future of our website and applications, and it helps us maintain a faster and healthier development workflow.

Doji is a tech marketplace using an *Order Book* algorithm similar to stock trading, matching sellers and buyers for better deals.

follow the *emoji trail*

— Previous experiences

'20 to '21

bem.care
Technical Lead & UI/UX Designer
8 months — *from Jul '20 to Mar '21*

bem.care's mobile application is very feature-packed and complex. In order to keep a healthy project, we took special care to organize our codebase and components to help with maintenance and streamline the development of new features.

· **Management —** team leadership, coordination, interviews and evaluations, architectural advisement, code review.

· **Development —** hybrid mobile applications w/ React Native, web and back-office applications w/ React.

· **Design —** product design, mobile user experience advisement and review.

'18 to '20

UOL edtech_
Technical Lead, UI/UX Designer & Agilist
2 years, 3 months — *from May '18 to Jul '20*

My experience at UOL was extremely diverse. I got to work with multiple teams and initiatives inside the company, as a developer, designer and product owner.

· **Management —** team leadership, coordination, workshops, architectural advisement, interviews and evaluations, code review.

· **Development —** native iOS applications w/ Swift, micro-services using React, Docker and Node.js, prototype development and assessment with React Native, Flutter and other technologies.

> Check out this example:
> https://github.com/UOL-edtech/UEBubblePicker

· **Operations —** continuous delivery w/ Fastlane, script-based task automation using Ruby and Node.js, data monitoring and extraction w/ SQL (MySQL, SQL Server) and NoSQL databases (Mongo).

· **Design —** product conception, interface design for mobile and web-based applications, user experience research.

— Even more experiences

'17 to '18

GOL - Linhas Aéreas
Mobile Consultant, iOS Specialist & Agilist
6 months — *from Oct '17 to Feb '18*

- **Analysis —** tool-assisted code quality assessment, risk analysis.
- **Development —** native iOS applications w/ **Swift** and **Objective-C**.
- **Design —** minor and major adjustments in existing applications.
- **Operations —** continuous delivery w/ **Fastlane**.

'15 to '17

DogHero
Lead Mobile Developer
2 years— *from Feb '15 to Feb '17*

I developed DogHero's iOS application and its first version for Android devices **from the ground up**, being the only iOS developer in the company for 2 years. In that time, I had the pleasure of working with many remarkable people and I learned a lot about software development, business, growth and user experience.

- **Development —** native iOS applications w/ **Objective-C** and **Swift**, native Android applications with **Java**, back-end development w/ **Ruby on Rails**.
- **Design —** product conception, user interface design.
- **Operations —** continuous delivery w/ **Fastlane**.

'13 to '15

Mowa Labs
Lead Mobile Developer & Product Owner
1 year, 8 months — *from Jul '13 to Feb '15*

- **Management —** team leadership, coordination, stakeholder meetings.
- **Development —** native iOS applications w/ **Objective-C**, native Android applications with **Java**, back-end development w/ **Ruby on Rails**.

— Education

Universidade de São Paulo (USP)
Bachelors of Information Systems
Incomplete — *from 2019 to 2015*

— Additional [and/or unrelated] skills

I have deep knowledge of gamification theory and its applications; and most importantly: I can make awesome cups of coffee, cappuccinos or whatever else you need to fulfill that caffeine-shaped hole in your heart.

— Send me a message!

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