

João Aleixo, iOS developer

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PROFILE

I'm an iOS developer with 4+ years of experience specializing in native app development using Swift, UIKit, and SwiftUI. I focus on building performant, user-friendly experiences backed by solid architecture, ensuring scalability and maintainability. As a developer and user, I focus on finding intuitive and enjoyable experiences. I stay up-to-date with the latest trends and best practices in the iOS ecosystem by following technical blogs, attending conferences, and engaging in online communities.

I just want to build things that feel great to use, make people's lives a little better, and grow alongside a product and team that cares about the same things.

EXPERIENCE

iOS developer, GoodBarber, Coimbra

2020 – now

- Agile methodology, with daily stand-ups, code reviews, sprint review and retrospective meetings.
 - Integrated Stripe, Google Ads, Meta Events and Lottie, improving streams of revenue, data generated and user experience.
 - Several features, such as token-based authentication, push notifications, caching strategies, expansion of component library, redesign and refactor of several screens to adhere to design system.
 - Automated workflows using CI/CD tools reducing TestFlight deployment time and improving the testing process.
 - Created and maintained technical documentation, facilitating knowledge transfer between teams.
 - Improved onboarding process of new iOS developers.
 - Mentored interns, focusing on skill development in iOS and software best practices.
 - Introduced AI tooling into development workflows, including local LLM deployment, MCP servers, and custom agents for code generation and documentation.
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EDUCATION

- Universidade de Coimbra, Physics, 2012
 - Coimbra Institute of Engineering, Software Development, 2016
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SKILLS

Languages: Swift, Objective-C, Python, Go, C

Frameworks: Cocoa Touch, UIKit, Combine, AlamoFire, SwiftUI, SwiftData, SDWebImage

Tools: JIRA, Confluence, Git, Instruments, Bitrise, TestFlight, App Store Connect

Practices: MVC, MVVM, MVVM-C, Design Patterns, Compositional Layouts, Diffable Data Sources

Other: AI Tooling (MCP, Agents, Local LLMs), Prompt Engineering, UI/UX

LANGUAGES

Portuguese – Native speaker | English – Highly proficient | German – A2

VOLUNTEER EXPERIENCE

Programming Instructor – Introduced 5th-grade students to the fundamentals of programming using Scratch, sparking their interest in coding and technology.

HOBBIES

Game development, strategy games, horror manga, sci-fi books, FPV racing