



João Gabriel Borelli Padilha

Computer Scientist & iOS Developer

Personal Information

Name: João Gabriel Borelli Padilha
Birthday: 03/31/1997
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Academic Education

- **Post-graduation:** Strategic Business Management (In progress)
Mackenzie Presbyterian University
- **College:** Computer Science (**Completed**)
Mackenzie Presbyterian University
- **High School (Completed)**
Colégio Sagrado Coração de Jesus

Languages

- **English:** Advanced level, 4 years (Continue studying)
Centro Britânico

Professional Experiences

- **Apple Developer Academy:** 2 years project (2017 - 2018)
Mackenzie Presbyterian University
- **Subject helper of "Programming Language 1":** 2°Sem.2016
This activity helped to solve students doubts and supported teachers activities.
Mackenzie Presbyterian University

Speaker

- **Computer Science Week:** 2018
Lecture about "Introduction about VIPER for iOS Apps"
Mackenzie Presbyterian University
- **Week of Computer Science:** 2018
Lecture about "Real time App-Server communication using Socket.IO"
Mackenzie Presbyterian University

Extra-Curricular Courses and Activities

- **Collaborate to Innovate and Compete Globally:** 2017
Apple Developer Academy
- **Workshop Enactus - Emodera:** 2017
Apple Developer Academy
- **Meetup MacMobile of Entrepreneurs - Empoderoff:** 2017
Apple Developer Academy
- **Participation in the Week of Computer Science:** 2015-2018
Mackenzie Presbyterian University
- **Participation in the Robotic Competition:** 2017
Mackenzie Presbyterian University
- **Participation in the Hack a Truck project:** 2015
Activity for developers to have their first contact with iOS development.
Mackenzie Presbyterian University / IBM / Instituto Eldorado
- **Hardware: Assembly and maintenance of computers:** 2010
Microlins
- **Computer Networks: Networks of computers:** 2010
Microlins

Developed Apps - Available on AppStore

- **Space Alive:** More than 2.000 downloads
<https://itunes.apple.com/br/app/space-alive/id1262950036?l=en&mt=8>
- **Livro Livre**
<https://itunes.apple.com/br/app/livro-livre/id1249855041?l=en&mt=8>
- **Numberain**
<https://itunes.apple.com/app/id1286392692>
- **Electro Bot**
<https://itunes.apple.com/us/app/electrobot/id1322468191?mt=8>
- **Find Out**
<https://itunes.apple.com/us/app/find-out/id1341484097?mt=8>
- **Seven Seas - Naval Chess**
<https://itunes.apple.com/us/app/seven-seas-naval-chess/id1397382036?mt=8>
- **Bang Bang 360**
<https://itunes.apple.com/br/app/bang-bang-360o/id1369330628?mt=8>
- **ValorEasy:** Apple Developer Academy - Final Challenge
<https://itunes.apple.com/us/app/valoreasy/id1445737478?l=pt&ls=1&mt=8>

Published articles

- **Sign In With Apple na prática:** Article explaining how it works and how to implement Sign In With Apple in iOS.
<https://medium.com/concretebr/sign-in-with-apple-na-prática-b1c011f8ab75>
- **Real time client-server communication with Socket.IO:** Article explaining how it works and how to implement Socket in NodeJS and Swift.
<https://medium.com/cocoaacademymag/real-time-client-server-communication-with-socket-io-4311a79b0553>
- **Comunicação cliente-servidor em tempo real com Socket.IO:** Artigo about how it works and how to implement Socket in NodeJS and Swift in Portuguese.
<https://medium.com/concretebr/comunicação-cliente-servidor-em-tempo-real-com-socket-io-9d3930484b80>
- **Introduction and implementation of Drag & Drop in iOS:** Article guiding how to implement Drag & Drop in iOS applications.
<https://medium.com/mackmobile/introduction-and-implementation-of-drag-drop-in-a-ios-d3b66dae516b>
- **Introduction ao Firebase:** Article explaining how it works and how to implement Firebase in iOS.
<https://medium.com/mackmobile/introdução-ao-firebase-64090f07f3f>

Achievements related to Computer Science

- **WWDC18 Scholarship:** I won Scholarship WWDC18
- **Hardware and Networks:** At the age of 13, I started my studies about Computer Science.
- **Hardware and Programming:** At the age of 14, I started learning by my own, how to develop software and develop projects with Arduino.
- **Technical Support at Colégio Sagrado Coração de Jesus**

Achievements related to educational activities

- **Presentation of a project using Arduino at the Science fair at Colégio Sagrado Coração de Jesus:** Developed a radio control car with a camera inside using Arduino.
- **Video / Computer animation used at the opening of the First Sarau of Music and Literature at Colégio Sagrado Coração de Jesus**

Entrepreneurship and Finances

- **Online studies about finances**
- **Distance learning about e-commerce and stock exchange**

Technical Experiences

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| <ul style="list-style-type: none">- Swift- Xcode- HTML- CSS- JavaScript- NodeJS- MongoDB- OracleDB- SQL- MySQL- PHP- Java | <ul style="list-style-type: none">- Visual Basic- C++- C- Sketch- Sketch Up- Blender- Linux- Lisp- Python |
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