

João Gabriel Pozzobon dos Santos

I'm a proactive engineer, product designer and freshman Computer Science student from Brazil looking to intern at a fun team to do my life's work.

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education

Georgia Institute of Technology

| B.S. COMPUTER SCIENCE • PRESENT

Instituto Federal de Santa Catarina

| A.S. INFORMATION SCIENCE • GRADUATED DEC 2023

I graduated with a grade of 95.7%, receiving an associate's degree alongside a high school diploma.

Relevant project: rolê — a proof-of-concept app for organizing events built with Flutter and Express.js

Relevant coursework: Practices in Systems Development, Computer Networks, Java and C Programming, Operating Systems and Databases

work

Cindori AB

| SOFTWARE ENGINEER • MAR 2022 – APR 2024
| PROJECT INTERN • NOV 2021 – FEB 2022

- Worked on the design and development of components for the editor interface of the Backdrop project using SwiftUI, AppKit and Metal.
- Wrote seven successful development articles for the developer blog and one open-source library

Reincubate

| PROJECT DEVELOPER • NOV 2021 – FEB 2022

- Spearheaded a project leveraging SwiftUI and Networking APIs on watchOS
- Designed and built a functional and intuitive remote interface prototype.

skills

Swift development

Product design

SwiftUI

Portuguese

Xcode project management

Reverse engineering

Data structures

Metal

Algorithms

UIKit

Python

React

other interests architecture, pop music, weight lifting, urban planning and transportation

relevant projects

push

| MAY 2024 – CURRENT

- Smart and sleek workout app with an automatic sensor for push-ups using facial recognition
- Featured in 9to5Mac
- Over 400,000 push-ups counted globally

Magic

| AUGUST 2021 — CURRENT

- A Mac app that uses SwiftUI and AppKit to turn trackpads into touch-first digital drawing tablets
- Designed for an engaging and fun UI
- Featured in 9to5Mac; has garnered over 50,000 downloads since release

Dusk for Vision Pro

| MARCH 2024

- Built an innovative app for the Apple Vision Pro that offers a better Twitter experience using SwiftUI
- Completely coded over a single weekend by reverse-engineering Twitter's web interface
- Over 4 digits in sales

awards

Apple Swift Student Challenge Winner

- In 2020, I made a game that creatively leveraged innovative control mechanics using the Force Touch sensors of the Mac trackpad.
- In 2021, I built an interactive playground designed to help teach children concepts of set theory in math.

WWDC Community Week Hackathon

- In 2022, I designed and built a live geographical guessing game with the new Look Around and SharePlay APIs as the winning submission
- Done in partnership with two friends in the US and Australia
- All done in 24 hours while managing timezone differences