Leonardo Medeiros

Senior iOS Engineer | Game Developer

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An experienced mobile developer with a strong background in Computer Science and Computational Mathematics, boasting over a decade of industry expertise. Specialized in native and cross-platform mobile applications.

Proven ability to deliver cutting-edge mobile applications, emphasizing feature development, seamless functionality across devices, and rigorous code quality standards. Skilled in team collaboration, writing comprehensive tests, and ensuring high-performance, user-friendly applications. Dedicated to driving innovation and excellence in mobile technology.

MAIN SKILLS

- Swift: +7 years
- SwiftUI: +3 years
- Flutter: +2 years
- Firebase: +3 years
- Unity3D: +5 years
- Git: +7 years
- Java for Android: +4 years

LANGUAGES

English (Fluent)
Portuguese (Native)

EXPERIENCE

OPENLANE US

Senior iOS Engineer | September 2022 - May 2024

- Developed and maintained high-quality iOS applications for a thriving wholesale marketplace.
- Focused on enhancing the functionality of apps for buyers and inspectors, ensuring an optimal user experience and exceptional performance for thousands of users.
- Utilized MVVM architecture with coordinator and a variety of tools and technologies, including Swift, SwiftUI, UIKit, Objective-C Bluetooth library, and various third-party libraries to streamline the development process.
- Implemented unit tests and integration tests to maintain robust and reliable codebases, ensuring applications met and exceeded user expectations.
- More than 80% of the code in *Openlane buyer* was covered by tests.
- More than 65% of the code in *Openlane Uploader* was covered by tests.
- Test coverage reduced more than 60% of the bugs we were having and at least 40% of performance issues.
- Played a key role in elevating the quality and performance of OPENLANE's iOS applications through dedication and technical expertise, significantly contributing to the team.

Tech Stack: Swift; SwiftUI; CoreData; Unit Testing; CoreData; UIKit; Bluetooth; Git.

Zup Innovation

Senior iOS Engineer | June 2022 - September 2022

- Developed and enhanced features for Itaú credit card iOS application, serving over 10 million users and achieving 4.8 star ratings in the App Store.
- Followed best development practices to ensure the delivery of high-quality, reliable software.
- Worked extensively with ViewCode and MVVM architecture using Coordinators, emphasizing code quality and maintainability.
- Utilized Swift, Xcode, Git, and various CI/CD tools to streamline the development process.
- Implemented unit tests and snapshot tests to ensure robust and defect-free code.
- More than 90% of the code was covered with unit tests.
- Participated in code reviews, ensuring good accessibility and adherence to best practices.
- Mentored junior developers, improving their skills and productivity.
- Demonstrated strong problem-solving skills, attention to detail, and a commitment to delivering top-tier software solutions, maintaining the app's high standards of performance and usability.

Tech Stack: Swift; ViewCode; UIKit; Objective-C; Unit Testing; Git.

Peek
Senior iOS Engineer | July 2021 - May 2022
- Developed innovative features and maintained high code quality standards.
- Focused on the major project *Camera v2*, while also supporting the old *Peek Mobile* project.
- Utilized tools and technologies such as Swift, Objective-C, and Git to drive development and ensure seamless integration.
- Collaborated closely with design teams to align on project goals and deliver cohesive, user-friendly applications.
- Led the development of *Camera v2*, leveraging computer vision to create virtual tours within the iOS environment using iPhone's camera and LiDAR to create panoramas and ARKit to navigate through environments.
- Contributed significantly to the *Peek Mobile* app, ensuring a robust and intuitive user experience through regular code reviews, implementing best practices, and mentoring junior developers.
- Demonstrated strong technical skills, proactive problem-solving, and a commitment to innovation, contributing to Peek's reputation for pushing mobile technology boundaries.

Tech Stack: ARKit; LiDAR; Swift; OpenCV; Objective-C; C++; Firebase; Unit Testing; Git.

Soluti
Senior Mobile Engineer | December 2020 - July 2021
- Led the development of digital sign mobile applications using Flutter, primarily focusing on *BirdId* and *Assine Online*, serving over 100,000 users.
- Utilized Flutter, Dart, Swift, Kotlin (for cryptography algorithms), Git, and various CI/CD pipelines.
- Wrote maintainable code, implemented new features, and collaborated with cross-functional teams.
- Emphasized cryptography algorithms and unit tests to ensure reliability and performance.
- Successfully drove the development process from concept to deployment, achieving 4.7 star ratings on Google Play Store for *BirdId*.
- Demonstrated strong technical expertise, problem-solving skills, and a proactive project management approach, enhancing Soluti's digital signature offerings.

Tech Stack: Flutter; Firebase; SQLite; Unit Testing; Kotlin/Java and Swift to implement Cryptography algorithms; Git.

nKey
Senior Mobile Engineer | November 2019 - November 2020
- Led development teams and architected high-quality mobile applications using Flutter, Swift, Java, Kotlin, React Native, Bluetooth Low Energy, Realm, and Firebase.
- Involved in the entire development lifecycle, focusing on delivering performant applications with clean, maintainable code and robust unit tests.
- Led key projects like *Konviva* and *Crabki*, which were successfully published and well-received by users.
- Managed *Vaggas* and *Beleza até Você* projects, demonstrating comprehensive project management.
- Utilized expertise in various tools and technologies to tackle complex challenges and deliver innovative features.
- Regularly collaborated with cross-functional teams to ensure project alignment with business goals.
- Demonstrated strong leadership, technical skills, and a commitment to high-quality mobile applications, significantly contributing to NKey's success.

Tech Stack: Flutter; Kotlin; Java; Swift; Objective-C; Firebase; GraphQL; Realm; SQLite; React Native; IONIC; Unit Testing; Git.

Capsat / Irvem
Lead Mobile Engineer | October 2017 - September 2019
- Led the development and maintenance of native Android and iOS applications using Swift, UIKit, Objective-C, RxSwift, Java, Kotlin, RxJava, Uber Ribs architecture, Firebase, Combine, and IoT.
- Managed the Irvem project, a TNC application similar to Uber, handling iOS and Android versions for clients and the Android version for drivers.
- Responsibilities included coding, debugging, implementing new features, and performing unit tests to ensure application reliability and performance.
- Developed a Data Transfer Object (DTO) library using Kotlin Multiplatform to improve communication efficiency.
- Demonstrated strong technical skills, leadership, and a proactive approach to problem-solving, significantly contributing to capSAT's technological advancements and success.

Tech Stack: IoT; Kotlin; Java; Swift; Firebase; Kotlin Multiplatform; Unit Testing; Git.

LandOfZorth
Game Programmer | January 2017 - August 2017
- Developed innovative educational mobile games focused on music concepts utilizing Unity3D.

Tech Stack: Unity3D; C#; Typescript.

GameBlox Interactive
Game Programmer | February 2012 - March 2014
- Created cutting-edge computer vision game prototypes utilizing KinectSDK.
- Developed and maintained engaging games using Unity3D, ensuring high performance and user satisfaction.

Tech Stack: Unity3D; C#; KinectSDK.

BodhGaya Comunicação
Junior Engineer | January 2011 - December 2011
- Development and maintenance of websites using Joomla, Wordpress or Magento.

Tech Stack: PHP; Joomla; Magento; Wordpress; JavaScript; HTML; CSS.

EDUCATION

PUC-GO (Pontifícia Universidade Católica de Goiás)
Computer Science | January 2010 - July 2014

Wise Up
English Language | March 2012 - March 2014