

Letícia Faleia

iOS Developer

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Bachelor's degree in Computer Science from UniCarioca, with a focus on developing intuitive and accessible iOS interfaces.

I have a solid foundation in algorithms, data structures, and programming, which complements my passion for creating high-quality technological solutions.

During my participation in the Apple Developer Academy at PUC-Rio, I expanded my skills to areas such as marketing, UI/UX, design, and business, enhancing my integrated vision for delivering innovative and functional products.

WORK EXPERIENCE

Zup Innovation | Uberlândia, MG

03/2024 to 11/2024

iOS Developer

- Responsible for implementing modularized user journeys in the cards area, including processes such as setup, password retrieval, and connection between journeys, ensuring a smooth and intuitive user experience.
- Utilized deeplinks to streamline navigation across different app sections, enhancing usability and accessibility of features.
- Integrated GitHub Copilot and StackSpot AI to support development, driving greater efficiency and quality in code writing.
- Followed rigorous testing standards, ensuring test coverage between 70% and 80%, which contributed to the software's quality and stability.
- Worked with the MVVM-C (Model-View-ViewModel-Coordinator) architecture, promoting a modular structure that facilitates app maintenance and scalability.
- Refactored existing code to ensure compatibility with new implementations while maintaining clean, easily maintainable code.
- Contributed to app maintenance by resolving bugs and reported issues, as well as creating new features to enhance the app's functionality.

XP Investimentos | São Paulo, SP

08/2022 to 12/2023

iOS Developer

- Contributed to the implementation of new features and maintenance of Rico's investment app, focusing on delivering a high-quality user experience.
- Applied SOLID principles to ensure organized, flexible, and maintainable code, facilitating collaboration with other developers.
- Used View Code to build interfaces, avoiding Storyboards and promoting a programmatic approach that enhances component customization and reusability.
- Implemented screens and visual components in compliance with Apple's design standards, following the guidelines of XP's main retail app, ensuring aesthetic and functional consistency.
- Adopted the VIPER architecture, promoting separation of concerns and improving code testability and scalability.
- Conducted snapshot tests to validate interface appearances, ensuring visual changes did not introduce regressions or aesthetic issues.
- Used feature flags to enable or disable functionalities in a controlled manner, allowing A/B testing and gradual feature rollouts without impacting all users at once.

PicPay | São Paulo, SP

02/2022 to 08/2022

iOS Developer

- Contributed to the development of PicPay's business app, focusing on implementing new features and improving the user experience.
- Learned and applied the importance of code review, actively participating in reviewing code to ensure quality, readability, and maintainability.
- Wrote unit tests to validate code functionality, ensuring new implementations did not introduce regressions or bugs.
- Engaged in pair programming, promoting knowledge sharing and best practices within the team, improving collaboration and development efficiency.

SKILLS

- UIKit
- Storyboard
- AutoLayout
- ViewCode
- NSLayout
- SPM - Swift Package Manager
- ARC - Automatic Reference Counting
- CoreData
- MapKit
- Memory Leak
- HIG - Apple Human Interface Guidelines
- XCTest
- TestFlight
- AppStore
- Clean Swift
- Swinject
- SwiftLint
- XcodeGen
- Homebrew
- CocoaPods
- Object-Oriented Programming
- Data Structures
- Algorithms
- Scrum
- Kanban
- Jira
- Resilience
- Communication
- MVC
- MVP
- VIP
- MVVM
- MVVM-C
- VIPER
- SOLID
- Adapter
- Coordinator
- Factory
- Singleton
- Clean Architecture
- Dependency Injection
- TDD
- Snapshot Tests
- Quick & Nimble
- Moya
- Alamofire
- Swagger
- Firebase
- Fastlane
- RESTful APIs
- CI/CD
- GitFlow
- Crashlytics
- Combine
- Git

- Implemented new screens using NSLayout constraints, ensuring interfaces adapted responsively to different screen sizes and devices.
- Performed debugging to identify and resolve bugs, ensuring the correct functionality of newly implemented features and contributing to a smoother and more stable user experience.

Meta IT North America | Kitchener, ON, Canada

06/2021 até 02/2022

iOS Developer

- Worked on the development of the SDK for the Toronto Raptors app, an NBA basketball team, focusing on enhancing user experience and app functionality.
- Implemented the MVVM (Model-View-ViewModel) architecture, ensuring a clear separation of responsibilities and facilitating code maintenance and testing.
- Used WebView to integrate web content directly into the app, enabling the display of information and dynamic interactions with ease.
- Integrated and consumed APIs using Moya, simplifying the setup and management of network requests, and improving communication with servers.
- Wrote and executed automated tests with Quick & Nimble, ensuring code quality and stability, as well as facilitating the identification of bugs and regressions.
- Worked on maintaining legacy code in Objective-C, optimizing and updating existing features to ensure compatibility and app performance.

Apple Developer Academy PUC-Rio | Rio de Janeiro, RJ

01/2021 to 12/2021

iOS Developer Intern

- Participated in an internship program that provided intensive learning in design, entrepreneurship, business, technology, programming, and innovation.
- Deepened knowledge in UIKit, CocoaPods, and Storyboard, essential tools for iOS app development.
- Contributed to the creation of two apps, applying the MVC (Model-View-Controller) architecture to ensure responsibility separation and facilitate code maintenance.
- Collaborated in the implementation of a Design System to ensure visual consistency and functionality in app interfaces, aligning with best design practices.
- Used Swift Package Manager (SPM) to efficiently manage dependencies, improving the development workflow.
- Followed Apple Human Interface Guidelines (HIG) to ensure the apps met Apple's usability and aesthetic standards.
- Participated in the app submission process to the Apple Store, learning about the necessary steps for submission, review, and app release.

BRQ Digital Solutions | Rio de Janeiro, Rio de Janeiro

03/2020 to 12/2020

iOS Developer

- Participated in the development of TIM's personal app, contributing with solutions focused on the visual user interface.
- Updated component colors, adjusted font sizes, and modified icons, strictly following the design team's defined standards.
- Implemented solutions using Storyboard for visualizing and building the app's screens.
- Worked with the MVP (Model-View-Presenter) architecture, ensuring a clear separation between business logic, presentation, and interaction, resulting in more modular and maintainable code.
- Used Git Flow for version control, maintaining code integrity and facilitating team collaboration.

COURSES AND CERTIFICATES

Alura | São Paulo, SP

iOS Developer Course

Udemy | São Paulo, SP

iOS 10 & Swift 3 - iPhone App Development |
Beginning to End

Santander Open Academy | São Paulo, SP

Effective Communication

Effective and Persuasive Writing

Negotiation

Critical Thinking and Problem Solving

Strategic Thinking and Mindset

EDUCATION

UniCarioca | Rio de Janeiro, RJ

BSc. Computer Science

VOLUNTEER EXPERIENCE

Zup Innovation | São Paulo, SP

Code Camp Mentor for Girls

Hacking.Rio | Rio de Janeiro, RJ

Front-End Developer