Letícia Faleia

iOS Developer

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iOS Developer with 4 years of experience, working on projects in the Telecommunications, Sports, Health, Entertainment, Education, and Financial sectors. Specialist in creating modularized, seamless, and functional user journeys with a strong focus on usability and accessibility. I have implemented solutions that enhanced user experience and optimized processes using technologies like Swift, architectures such as MVVM-C and VIPER, and cutting-edge tools like GitHub Copilot. I am committed to innovation, technical excellence, and delivering high-impact results in every project.

WORK EXPERIENCE

Zup Innovation | Uberlândia, MG   03/2024 to o 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

- Figma
- Adobe XD
- UI/UX
- Apple Human Interface Guidelines
- Storyboard
- Auto Layout
- Design System
- NSLayout
- GitFlow
- Xcode
- Jira
- Kanban
- Scrum
- Fastlane
- GitHub Copilot
- Firebase
- Swagger
- App Store
- TestFlight
- MVC
- MVP
- VIP
- MVVM
- VIPER
- MVVM-C
- SOLID
- Clean Swift
- Singleton
- Clean Architecture
- Adapter
- Factory
- Dependency Injection
- Modularization
- Algorithms
- Data Structures
- Core Data
- Firebase
- Object-Oriented Programming
- RESTful API
- ARC
- Memory Leak
- UIKit
- XCTest
- CocoaPods
- SPM
- TDD
- Snapshot Testing
- Quick & Nimble
- Moya
- Code Review
- CI/CD
- Monorepo

- 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 to 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

- 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

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