

Mauricio Cardozo

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profile

Lead iOS Engineer with 10+ years of experience across Apple platforms. I specialize in building modular, multi-platform apps using Swift and SwiftUI. As the community leader at CocoaHeads Brazil, I bring a passion for developer experience and knowledge sharing — while delivering impactful software at both early-stage startups and global enterprises.

experience

Lead Software Engineer at **Thoughtworks** (*São Paulo - Remote, 2024-present*)

Thoughtworks is an industry leader in software development consulting services that delivers excellence at scale for over 30 years.

- Responsible for delivering high quality software and documentation for a health services company, currently under NDA
- Acted as a knowledge leader for Apple platforms software development, delivering workshops and organizing events about SwiftUI, talks on Apple Vision Pro, Swift 6 and more

Skills: Swift, SwiftUI, UIKit, Combine, Swift Package Manager, Clean Architecture, iOS, visionOS, knowledge sharing, public speaking

CocoaHeads SP / Online Chapter Leader, NSBrazil lead organizer (*2018-present*)

CocoaHeads is an international iOS developer community with a big presence in Brazil. NSBrazil is our nationwide Apple Platforms developer conference.

- Lead organizer and open source maintainer for NSBrazil, collaborating with other organizers and volunteers to try to make the best conference possible for the community
- Planning and executing monthly meetups in São Paulo, collaborating with companies and sourcing speakers to give talks and unite the iOS community in the largest city in South America
- Providing help for the leaders of other chapters with content production for our YouTube channel, sourcing speakers and also giving talks at their events

Skills: developer relations, public speaking, web development, content production, OBS, photography, open source, iOS, iPadOS, Mac Catalyst, Jekyll, GitHub Pages, Cloudflare Functions

Senior iOS Engineer at **Primer** (*San Francisco - Remote, 2021-2023*)

Primer is an early stage education startup working to free the next generation of kids to be more ambitious, more creative, and to think for themselves

- Engineer #2 on a team with a large, deeply modularized, multi-platform iOS, iPadOS and macOS codebase, making sure the user experience on all platforms was prioritized
- Architected the social feed and class scheduling logic across 5 different feature modules
- Shipped a growth experiment for Inktober in 5 days for a new club that grew to have DAUs that equaled to that of the rest of the app combined
- Set-up and scaled snapshot testing infrastructure to hundreds of snapshots tested in CI across several different features
- Implemented a social inspiration cataloging feature across the entire backend/web/mobile stack

Skills: Swift, UIKit, SwiftUI, The Composable Architecture, SPM, Combine, iPadOS, iOS on macOS, Apollo, GraphQL, Firebase, Prisma, Typescript, React, Fastlane, CircleCI, Figma

iOS Developer at **PeixeUrbano** (*Florianópolis - Remote, 2019-2021*)

Peixe Urbano (Groupon LATAM) was an e-commerce company focused on the sale of coupons and discount codes in Latin America

- Did large refactors to move the codebase out of legacy Objective-C into Swift
- Led efforts to adopt code quality standards like unit testing, snapshot testing, linting and dependency injection
- Moved the code and app architecture from a UIKit-only app to a SwiftUI+UIKit hybrid app to help the development team deliver features faster
- Helped bridging and porting Groupon's React Native apps to Peixe Urbano's native codebase

Skills: iOS, MVC, MVVM, SwiftUI, UIKit, Objective-C, Carthage, CocoaPods, Fastlane, TestFlight

iOS Developer at **Concrete** *(São Paulo, 2017-2019)*

Concrete was a software consultancy firm based in São Paulo with major clients in the banking and entertainment industries. It was later bought by and integrated into Accenture.

- Led development for the iOS app for a major credit card company, moving the codebase from a monolithic project to a modularized CocoaPods approach and refactored outdated dependencies out of the codebase
- Contributed with engineers to bring features to an entertainment app with tight deadlines tied to TV shows' release schedules
- Architected server-driven UI for a shopping mall app, collaborating with backend and Android engineers to get everyone on the same page

Skills: Swift, UIKit, SnapKit, Firebase, CocoaPods, Carthage, Server-driven UI, MVC, Xcode, Scrum

Co-founder at **Rowbots/Dedig** *(2014-2017)*

Dedig was an education startup focused on creating educational games with strong analytics tools to help teachers understand their students in a more organic way

- Built the prototypes we used to pitch investors and evolved them all the way to the finished product that reached kids' hands
- Led design and development teams for Dedig and other internal projects at Rowbots
- Developed infrastructure that minimized developer downtime when working with large projects
- Implemented native iOS and Android app bridges for use within Unity3D

Skills: Unity3D, Xcode, Objective-C++, Android, Javascript, VueJS, Android Studio, Java, Game development

talks

Vamos falar sobre Computação Espacial? *(Let's talk about Spatial Computing)*

CocoaHeads Curitiba - Watch on **YouTube**

Vamos falar de Swift no Linux? *(Let's talk about Swift on Linux)*

CocoaTalks Campinas - Watch on **YouTube**

Vamos falar sobre Composable Architecture? *(Let's talk about Composable Architecture)*

CocoaTalks Campinas - Watch on **YouTube**

Desenvolvendo seu primeiro jogo com SpriteKit *(Developing your first game with SpriteKit)*

CocoaHeads Vitória - Watch on **YouTube**

podcast participations

Build Failed Podcast - S3E3 - visionOS & Spatial Computing

Listen on **Apple Podcasts**

Olá, mundo - E62 - O Armário do Deprecated *(spatial computing focused episode)*

Listen on **Apple Podcasts**

Olá, mundo - E51 - Você Acha Que Warning é Brincadeira? *(WWDC focused episode)*

Listen on **Apple Podcasts**

Build Failed Podcast - S2E4 - CocoaHeads & Community

Listen on **Apple Podcasts**

education

FATEC São Caetano do Sul *(2012-2016)*

Tecnologia em Jogos Digitais *(Game Development Technologies)*