LUCAS FERNANDEZ NICOLAU

iOS/Android Engineer

DETAILS

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PORTFOLIO LINKS

Professional website & portfolio

LinkedIn

SIGLA - IoT + iOS to manage chemotherapies

Medium article (PT-BR): Usando Codables em Swift 5 para consumir uma API de filmes

Medium article (PT-BR): Criando sections personalizadas dinamicamente

StudyO (featured on the App Store)

CaptureML (iOS app)

Simplex Calculator (iOS app)

The Hatch: Splashing Around (iOS game)

ABOUT ME

I am a mobile developer passionate about the combination between quality software, a beautiful UI and a great UX.

My programming journey started when I was 14 years old, exploring the wonderful world of possibilities that were opened when my first "Hello, world!" was written.

The first two programming languages that I took the time to learn were Java and C. After that, back in 2015, my mobile development experience began, starting by making Android apps, developing some apps and games and releasing them on the Play Store. Some years later, I migrated to iOS development, releasing a lot of new different apps on the App Store. During this period I also had many experiences with React Native and Flutter.

I was also fortunate to spend two years at the Apple Developer Academy, where I was able to improve my coding and soft skills, a lot. During my time there I had the opportunity to explore almost every Apple framework (UIKit, WatchKit, AppKit, CoreML, CreateML, ARKit, CloudKit, CoreData and many, many others). I also experienced how an agile methodology works, by using SCRUM. All projects developed during this years used Git and GitHub, improving my skills with these tools. Since I was one of the most experienced developers in some teams, I had the chance to experience some kind of leadership, helping the squad from the app ideation until the app release on the App Store.

In 2019 I was one of the students around the world who won the WWDC19 Scholarship Badge, so I went to the WWDC in person and it was the most incredible experience ever.

EXPERIENCE

iOS Developer, Globant   Sao Paulo

Jun 2021 — Present

Here at Globant I am working directly with Google, developing an iOS app. I have the experience of working with a entirely mixed team, with people from a lot of different places around the world, improving my culture, my english level and my soft skills.

SKILLS

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Swift

SwiftUI

iOS Development

MVVM-C

MVC

Git

Xcode

Apple Human Interface Guidelines (HIG)

Interface do Usuário (UI)

Experiência do Usuário (UX)

C

C++

React Native

JavaScript

Flutter

Python

Java

Android Development

Android Studio

Machine Learning

GitHub

Figma

Adobe XD

Sketch

iOS Developer, BTG+   Sao Paulo

Feb 2021 — May 2021

I was one of the developers in the iOS development team of BTG+, the digital consumer bank from BTG Pactual, the greatest investment bank of the Latin America. Everyday I dealt with well organized code, constant code reviews and continuous concerns about quality and security.

iOS Engineer, Apple Developer Academy | Mackenzie   Sao Paulo

Jan 2019 — Dec 2020

My routine was based in solving real world problems, while developing my habilities in programming, design, business and soft skills. During my time here I was able to build and release a lot of apps, while exploring all Apple frameworks and technologies (UIKit, WatchKit, SpriteKit, SceneKit, CoreML, CreateML, SwiftUI, ARKit, CoreData, CloudKit, etc).

My main responsibility in this role was to be present in every aspect of the apps development lifecycle. In all of the apps developed in this period I was involved from the beginning to the end of the process. I also kind of (since it's not officialized on the role name) lead some teams in the whole process, including the SCRUM part.

Examples of apps developed by me:

· CaptureML:

- App developed entirely by myself, since the UI planning until the app distribution;

- The use of CoreML and CreateML were the two main

characteristics of this app.

· Singleton: To-Do:

- This is a clean and straight to the point app, focused in helping people to manage their projects;

- This app was made by me and two other developers, we all took part in every aspect of the development;

- I was the most experienced developer on the team, so I was leading the other two developers throughout the process.

· Troco Certo:

- App focused on accessibility and inclusion, made to help illiterate

people to go shopping by themselves, creating in them the

indenpendency feeling;

- Again, I was the most experienced developer on the team, so I

was leading the other two developers throughout the process,

and, this time, using SCRUM agile methodology;

- With this app I was able to learn a lot about accessibility/inclusion, empathy and how to use the Apple

framework to make my app the most accessible as possible.

· Dõpu:

HOBBIES

I love to watch movies and to enjoy its soundtracks! I'm also passionate about football/soccer and the awesome social impact caused by the game, giving me a lot of great memories in my life. I have fun developing "silly" apps to help me when doing boring stuff. Binge watching TV shows is a huge quality of mine too. And, above all things, my favorite hobby will always be spending time with my family and my girlfriend.

LANGUAGES

Portuguese

English

Spanish

- This is an AppleTV game, made entirely using SpriteKit;
- It was my first experience with tvOS and everything went really well; - I was involved, all by myself, in the game programming;

- I also helped with the visual design of the game. • Go: Reach your destiny

- Analogous with what I said on the last item, it was my first experience with watchOS and everything worked just fine;

- I was involved in the app/game logic and how things should work (each level was based on a JSON file);

- I also helped with the visual design of the app/game.

• PREMAX:

- This app is probably one of the most complex that I've made, it's a marketplace for photos presets;

- The app layout was very complex and unique, and I managed to developed everything that was designed.

- Besides the app development, I was entirely present on the UI/UX planning of the app.

All of my apps can be found at my website: https://lucasfnicolau.com

Main responsibilities:
• iOS Development;
• UIKit;

• CloudKit;
• App design;
• UI;
• UX;
• Git;
• App ideation;
• App Store publication.

 Other responsibilities:
• SCRUM;
• Trello;
• API requests;
• CoreML;
• ARKit;
• SpriteKit;
• SceneKit.

iOS, Android & React Native Developer   Sao Paulo

Jan 2016 — Dec 2018

When I finished the high school, I decided to enter in the mobile app development (because I already had some experience with programming, since I started to code with 14 years old, in 2012). This decision was mainly because the ideia of having an app made by me that was accessible reaching out my pockets was amazing.

I think this period is more a personal learning experience than a professional experience, but I am including it here for the following reasons:

• I focused in the good practices of the development process, using Git/GitHub and following design patterns;

• I released many apps on the Play and App Store, including:

- An iOS app called StudyO that was featured on the App Store and became the #2 app on productivity category;

- An extra-official app for my University, that became the number one choice for the students, reaching more than 16k downloads.

• I was able to understand all the cycle of the Android, React Native and iOS development;

• I practiced the UI/UX ideation process;

• I also developed an app made with JavaScript for an Industrial Automation company, integrating with a cloud database (Firebase). This app is used daily by the company for more than 3 years.

EDUCATION

Computer Science, Mackenzie Presbyterian University   Sao Paulo

Feb 2017 — Dec 2019

My graduation article is related to Reinforcement Learning, using the Q-Learning algorithm to balance a Linear Inverted Pendulum autonomously.

High School, Colégio Objetivo Granja Viana   Cotia

Jan 2013 — Dec 2015

COURSES

Practical Design Patterns in Swift, LinkedIn Learning

Dec 2020 — Present

Swift 5: Protocol-Oriented Programming, LinkedIn Learning

Dec 2020 — Present

iOS Development: Architecture

Dec 2020 — Present

iOS: Unit Tests and TDD, Alura

Sep 2020 — Sep 2020

Git e Github: Branches strategies, conflicts and Pull Requests, Alura

Sep 2020 — Sep 2020

Git e Github: Control and share your code, Alura

Sep 2020 — Sep 2020

Become an iOS 11 App Developer, LinkedIn Learning

Apr 2018 — Apr 2018

Fundaments and Practices in Cloud Services using Swift, IoT and Cognitive Computing, Instituto Eldorado

Jul 2017 — Sep 2017

Concepts and Fundaments in Programming Logic, OOP, JavaScript and RESTful APIs, Instituto Eldorado

Jul 2017 — Aug 2017

Swift 4 Essential Training, LinkedIn Learning

Apr 2018 — Apr 2018

Xcode 9 Essential Training, LinkedIn Learning

Apr 2018 — Apr 2018

iOS 11 Development Essential Training: Application Architecture, LinkedIn Learning

Apr 2018 — Apr 2018

iOS 11 Development Essential Training: Design a User Interface, LinkedIn Learning

Apr 2018 — Apr 2018

iOS 11 Development Essential Training: Intermediate UI Design, LinkedIn Learning

Apr 2018 — Apr 2018

Android - Advanced, TreinaWeb

Nov 2017 — Nov 2017

React Native, TreinaWeb

Nov 2017 — Nov 2017

REFERENCES

Antônio Luiz Basile

Mackenzie Presbyterian University / Apple Developer Academy | Mackenzie

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