

MATHEUS MARTINS

Software Engineer | iOS Developer

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EXPERIENCE

CI&T SOFTWARE S/A

Mid iOS Developer
Ago 2022 - Apr 2023 - 9 mos

CI&T SOFTWARE S/A

iOS Developer
Feb 2021 - Ago 2022 - 1 yr 7 mos

FREELANCER

Senior UI/UX Designer
Jan 2010 - Sep 2020 - 10 yrs 9 mos

AÇOFORJA INDÚSTRIA DE FORJADOS S/A

Computer Technician
Jan 2017 - Mar 2017 - 3 mos

ABOUT MY LATEST EXPERIENCE

I worked on the development and maintenance of a native iOS mobile application that allows users to track and manage their blood glucose levels. It is designed for individuals with diabetes and can be used in conjunction with blood glucose monitoring systems to help users better understand how their diet, activity, and other factors can affect their blood sugar levels.

In the development of this application, I used Swift and Objective-C programming languages to implement its core functionalities. My responsibilities encompassed a variety of tasks. In addition to making necessary technical refinements, I also dedicated efforts to identify and fix bugs to ensure the stability of the application. I conducted code reviews to ensure the quality of code produced by other team members and also participated in updating and optimizing parts of the legacy code for performance enhancements and maintenance improvements.

Furthermore, I managed task assignments and priorities using the agile methodology (Scrum + Kanban). Using tools like Jira for task tracking and Bitbucket for version control, I played a crucial role in collaborative efforts. This involved ticket prioritization, sprint planning, and daily coordination of activities with the team. Additionally, I was responsible for deploying to the app store and setting up a new environment.

EDUCATION

BACHELOR OF COMPUTER SCIENCE

Universidade Federal de Viçosa (UFV)
Mar 2017 - Apr 2022

COMPUTER TECHNICIAN

SENAI Santa Luzia
Jan 2014 - Sep 2015

COMPUTER ASSEMBLER AND REPAIRER

SENAI Santa Luzia
Mar 2013 - Jun 2013

SKILLS | iOS Development

Foundation: Git, OS Environment, Xcode IDE, Debug, Playground, Project and Target, Simulator, Resolutions, Swift, Objective-c, Configs and Code Signing, App's Life Cycle / Debug, OOP, Delegate, Extension, Closure, Continuous Integration and Continuous Deployment (CI/CD), Fastlane, App Store Submission Process, SwiftLint.

User Interface: ViewCode, Storyboard, UIKit, SwiftUI, Segue, StackView, IBOutlet, IBAction, Accessibility, Auto Layout, Constraints, ScrollView, View Controller Life Cycle, Table/CollectionView, Page View Controller, UIAlertController, Animations, Gestures.

Architecture and Testing: Unit Tests, Snapshot Tests, Concepts of SOLID, Design Patterns, Localization, UI Tests, Modules and DI, MV* / Coordinator (MVVM-C), Debugging Techniques (LLDB, Breakpoints, Instruments), Memory Management (ARC), POP, RxSwift, RxCocoa, MVP, MVC, MVVM, VIP, Clean architecture, VIPER, Clean Architecture.

Data and Networking: User Defaults, Keychain, GCD (Grand Central Dispatch) And Operations, URL Session, App Transport Security (HTTPS), Swinject, Dependency Manager (Cocoapods, Swift Package Manager (SPM)), Core Data, SQLite, Share Data / Sandbox, Push Notifications (APNs), RESTful API Integration, OAuth.

A LITTLE ABOUT ME

I'm a professional with a passion for technology, holding a Bachelor's degree in Computer Science from the Federal University of Viçosa and a technical degree in IT from SENAI. My professional career has focused on the development of iOS mobile applications. In my most recent experience, I worked on a project with an international context, where I used English on a daily basis. I also have extensive experience as a freelancer, working as a UI/UX Designer, establishing solid relationships with clients and dealing with diverse user needs. My different qualities include: creativity, continuous learning, multidisciplinary skills, efficient problem solving, communication, leadership and team collaboration.

LANGUAGES

Portuguese
Native

English
Professional working proficiency