

# Laurent Brusa

iOS and Software Developer

Results-driven Software Engineer with experience in <u>native iOS mobile</u> development, utilizing modern tools like C/C++ and Docker to build and deploy robust applications.

# **Projects and Experience**

11/2023 - current 42 Berlin - Advanced Software Engineering School.

My GitHub repositories, <u>minishell</u>, <u>miniRT</u>, <u>webserv</u>, <u>inception</u> and <u>transcendence</u> showcase my projects.

07/2023 - 10/2023 Freelance - Independent iOS development.

05/2022 - 06/2023 Sabbatical - International travel in Latin America.

02/2021 - 04/2022 Rooom - Grünes Band / Green Belt IOS App

Independently architected and delivered the iOS application

for Germany's national exhibition, managing full development lifecycle from concept to App Store

deployment. Apple Store

04/2019 - 01/2020 **Swift Projects - Airlock App** 

My small meditation app was on the App Store. I used Core

Data, Combine and SwiftUI. The code is on GitHub.

1989 - 2018 Varied professional experience outside of software

development. Full details provided here.

## **Education**

01/2018 - 01/2020 IHK Software Developer Certificate

06/2019 - 08/2019 **100 Days of Swift and SwiftUI -** by Paul Hudson

1989 - 2018 **Diverse Certifications** 

Not iOS related. See my full CV here.

08/1989 VIII Technical College, Turin, Italy.

Bachelor's Degree in Electronics, 60/60 score.

# **Volunteering**

07/2024 <u>WeAreDevelopers 2024</u> - Conference in Berlin.

06/2023 - 11/2023 wwdcnotes.com - Contributed technical content and

documentation to the developer resource platform.

05/2020 **UIKonf 2020** - Swift remote conference in Berlin.

#### Contact

SO: stackoverflow.com

Portfolio: multitudes/portfolio

Tel: +49 1522 9623248

Email: laurentbrusa@me.com

Blog: <u>laurentbrusa.hashnode</u>

## Skills

Swift and iOS app dev, C, C++, Scrum, Gitlab, Core Data, Cocoa Touch, MVVM, Reactive Programming, MVC, Design Patterns, Continuous Integration (CI)

#### **About Me**

Delivered iOS and macOS

applications that consistently met Apple's design guidelines while maintaining code readability and extensibility. Developed native applications using both UIKit (programmatically and with storyboards) and SwiftUI. Deepened my software engineering expertise through C/C++ programming at 42 Berlin. Participated to localization projects for open-source applications, leveraging my fluency in German, French, and Italian to expand global reach. Actively contributed to the developer community, like stackoverflow, wwdcnotes, while pursuing personal growth through cycling and a passion for discovering new things.



Bluesky





