



Laurent Brusa

iOS and Software Developer

Results-driven Software Engineer with experience in native iOS mobile 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, [minishell](#), [miniRT](#), [webserv](#), [inception](#) and [transcendence](#) 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 **[WeAreDevelopers 2024](#)** - 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: [laurentbrusa.hashnode](#)

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



GitHub



StackOverflow



LinkedIn