



# Laurent Brusa

iOS Developer

In 2017 I moved to Berlin and started a new career in software development. Please have a look at my [portfolio](#).

## Projects and Experience

- 05/2022 - present **Sabbatical And Freelance work**  
After leaving room AG, I spent a year travelling, cycling and volunteering in Latin America. Now, I recently started freelancing again, but I am open to new job offers.
- 02/2021 - 04/2022 **Room AG - Grünes Band / Green Belt App**  
Employed at room AG. Sole iOS developer of the app for the exhibition in Germany. [Apple Store](#)
- 01/2021 **Airlock App**  
My small meditation app is on the App Store. I used Core Data, Combine and SwiftUI. The code is on [GitHub](#).
- 12/2020 - 12/2022 **Swift Project - Advent Of Code 2020 - 2023**  
Participated in the challenges using Swift. [GitHub](#).
- 05/2020 **Volunteer at UIKonf 2020**  
Swift Conference in Berlin. [Link](#)
- 04/2019 - 01/2020 **iOS Internship - Tim Deussen Studio** Developer of an iOS App for the 3D Printing competition. [GitHub](#).

## Education

- 01/2018 - 01/2020 **IHK Software Developer Certificate**  
Two years course sponsored by the German government. With an IHK [certificate](#) (in German).
- 06/2019 - 08/2019 **100 Days of Swift**  
Online Course by [Paul Hudson](#) with [certificate](#).
- 03/2019 - 04/2019 **IHK Academy - iOS Courses (Weiterbildung)**  
App development with iOS and Sketch.
- 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.

## Contact

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## Skills

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

## About Me

I am always doing my best and challenging myself to progress in my career. Ideally, I like to write code that is easy to understand, easy to maintain and extend, and in line with the Apple design guidelines.

I love to develop native iOS and macOS apps with Swift using UIKit programmatically or with storyboards. Now with SwiftUI, there are great possibilities to develop apps cross-platform for macOS, iPadOS, tvOS, watchOS and even xrOS using a shared codebase. It is exciting.

I like cycling and speciality coffee. Also, I am multilingual and contributed to localising open-source apps in German, French and Italian.



Twitter



GitHub



StackOverflow



LinkedIn