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DESIRED POSITION

I am looking for a position as an **iOS Developer** in an agile environment where I can work with challenging apps, be it greenfield or ongoing.

EDUCATION

Computer Science BSc (1st Class Honors) @ UFRGS* - Brazil's Top 5

LANGUAGES

English: Fluent
Portuguese: Native
Spanish: Intermediate

TECHNICAL SKILLS

- iOS: Swift, SwiftUI, Apple Combine, HTTP/Restful Web Services,
 Multithreading, SwiftData, CoreData, Autolayout, Storyboards, ViewCode, XCTest,
 JSON among others.
- Source Control: GIT and code merged via reviewed Pull Requests.
- Agile: TDD, Unit Tests, Integration Tests, Pair Programming, Scrum, Kanban.

Personal Projects

- <u>JSONHTTPClient</u>: package meant as a very simple HTTP client for use in HTTP connections that send and/or return JSON data. Just add it to your Swift Package Dependencies and free your time to work on the API (urls, endpoints, types returned etc) layer
- ADPList: Recently started mentoring junior iOS devs matched through this service.

RELEVANT PROFESSIONAL EXPERIENCE

iOS Freelance Developer (Porto Alegre) • Fev 2023 - Present

During the last two years or so, to balance some temporary family/work questions, I've dedicated myself to develop or maintain small to medium apps as a freelancer contractor. Those

projects involved functionalities such as:

- Visualisation of daily changing menu and ordering food in restaurants, I had the help of an experienced backend developer to make sure the app was network safe.
 - Techs involved: MVVM, SwiftUI, SwiftData and Async Await.
- Development from scratch of a car service app where users could book services and follow as the service advanced to stages as evaluation, quoting, time estimations and completion. This client had a very developed backend and this app was very simple to implement.
 - Techs involved: MVVM, SwiftUI, Async Await, Swift Data.
- Maintenance of an app specialised in logistics forms creating and filling. The management could define the info to be filled in the form and the user would fill it in.
 - Techs involved: UIKit, MVC and Older ways of querying the server. Some functionality was migrated to SwiftUI and Apple Combine. A little bit of Core Data was also involved for use cases outside mobile network coverage.
- Not all the work I participated in was this exciting, there were a lot of old UIKit and NSLayout involved in building and maintaining views via Interface Builder and View Code (legacy code is part of a developer's work.)
 - Techs involved: apart from Apple's libraries, there was heavy use of Carthage and Cocoapods libraries. By the way, even newer apps still make use of CocoaPods in this period when Swift Package Manager isn't supported by all utilities yet.

It's important to remark all this work was done under **TDD/BDD** practices and, as much as possible, under something resembling an **Agile Methodology** as much as possible (clients were not familiar with the concept). On the other hand, being often the sole developer, it was easy to exchange ideas and define AC's with the client as time allowed.

OctoEnergy (London) • Jan 2022 - Jan 2023

iOS Contractor Developer: Expanded functionalities of UK's leading EV charging app, where you can discover charging points near you, start charging from your phone, pay for it and much more. Used **Kotlin Multiplatform Mobile** for business layer, and native iOS for a richer UI, added new functionality on the iPhone side, using **SwiftUI**, **Apple Combine** and **MVVM+C**, and also implemented the **CarPlay** functionality.

Lyst (London) • Jul 2021 - Dec 2021

iOS Contractor Developer: Implemented a series of new features to one of the UK's leading online clothing sales App, making extensive use of **SwiftUI**, **Apple Combine** and **MVVM+C**, all backed by **TDD** and **BDD**.

Zuhlke (Manchester) • Oct 2020 – June 2021

iOS Contractor Developer: Worked on one of Zuhlke client's Apps, involving **Swift**, **Objective-C**, **MVVM+C**, consuming RESTFUL web services, validating, storing and sending user filled forms to backend. **TDD** and **UI test automation**.

Discovery Networks (London) • May 2019 – Jun 2020

iOS Contractor Developer: Implemented a series of new functionalities on Discovery's streaming app - Dplay. *SwiftUI*, **RXSwift**, internationalisation/localization, UI builder engine that consumes Discovery's CMS in order to present the most relevant and compelling content to users, Apple TV version, interaction with Chromecast.

Ford Motors (London) • April 2017 – May 2019

iOS Contractor Developer: Worked on Ford's flagship app for vehicle owners, implementing a wide range of functionalities and technologies. Asynchronous access to restful WebServices, data caching/persisting, search/plotting POI's in maps, internationalisation/localization, defining UI and layout constraints via both Interface Builder and code, MVVM and flow managers, interoperating Swift + Objective-C. Pair programming and TDD environment.

TwentySixDigital (Leeds) • August 2016, February 2017 https://www.twentysixdigital.com/

iOS Contractor Developer: Implemented a Health Industry related app that communicates constantly with a backend CMS via REST Web Services. Developed an UI that's strongly reactive to images and themes defined outside of the mobile app. Faced the challenge of getting many moving parts, animations and local configurations to work seamlessly together. Also implemented background data synchronisation triggered by the receiving of Apple Push Notifications. Use of 3rd party frameworks via Cocoapods.

BBC (Manchester) • November 2015 – July 2016 http://www.bbc.co.uk/cbeebies

iOS Contractor Developer: Worked on a children directed mobile app since its inception. Focused on a hybrid app development using **Swift** language and using WKWebView to support running html apps. Implemented a reusable set of native classes and functionality concerning downloading and running web apps, as well as some javascript libraries through which web apps could send and receive data.

IOS APPS PORTFOLIO (SOME APPS MAY NOT BE AVAILABLE ANYMORE)

Electric Juice (iOS contractor)



Discover electric charging points near you (including info on cost and availability), view your charging history and manage your card and account, and even start a charge from your phone! <u>Learn more.</u>

Lyst (iOS contractor)



Lyst is the definitive fashion shopping app. Shop the hottest items from over 12,000 of the world's best brands. <u>Learn more.</u>

Dplay (iOS contractor)



Dplay is a streaming service where you can find content from some of the largest and most popular international channels. This means that you will find programs from TV channels such as Channel 5, Channel 11, Discovery Channel and Eurosport. <u>Learn more.</u>

FordPAss (iOS contractor)



When it comes to driving, parking and servicing your car, FordPass is a smarter way to move. Make your every move smarter without switching from app to app. FordPass takes what you used to do with multiple apps and does it in one. Learn more.

Playtime Island (iOS contractor)



Pack your bucket and spade; we're going on an adventure – to CBeebies Playtime Island! Pick a vehicle and jump on the ferry to play games with all your favourite CBeebies friends, on an island full of fun. <u>Learn more.</u>

ECN Agent (dev lead)



EasyContactNow Agent for iPad offers full agent functionality pushing new boundaries in remote worker management. It enables increased mobile productivity and workforce flexibility. ECN Agent comes equipped with all of the agent functionality, ease of use and intuitiveness available in the desktop version of easycontactnow™ . This App can be used as a vital component of contact centre business continuity and disaster recovery planning. Video.

ECN Monitor (dev lead)



EasyContactNow Dashboard for iPad offers full monitoring functionality of your agents' productivity and your contact centre's performance, setting new standards in performance analytics, business and remote worker management. Our business monitoring app comes equipped with a real-time customisable library of widgets. The dashboard offers customisable widgets for two different levels of users. Video