

Renan Magagnin da Silva

+55 (51) 98296-8005 | renanmagagnin@gmail.com | www.renanmagagnin.com | [RenanMagagnin](https://www.linkedin.com/in/renanmagagnin/) | [RenanMagagnin](https://www.instagram.com/renanmagagnin/)

Education

UFRGS - Federal University of Rio Grande do Sul

B.S. IN COMPUTER SCIENCE

- Anticipated graduation date: December 2022

Porto Alegre, Brazil

Jan. 2017 - PRESENT

Skills

Swift	iOS, tvOS and watchOS
Others	TypeScript, Python, C/C++

Languages

Portuguese	native
English	fluent

Experience

Software Engineering Intern at VTEX

WEB DEVELOPMENT

- Developed into production an internal application that centralizes the management of payment and anti-fraud services.
- Implemented the application in **TypeScript** with **React**, **Node.js** and **GraphQL**.

Rio de Janeiro, Brazil

Dec. 2020 - PRESENT

iOS Developer at Apple Developer Academy | PUCRS

MOBILE DEVELOPMENT

- Development of apps and games in **Swift/Objective-C** for iOS, tvOS and watchOS.
- Project management and product development of over 10 different projects using **Scrum**.
- Usage of **Challenge Based Learning**.

Porto Alegre, Brazil

Jan. 2017 - Dec. 2018

Undergraduate Researcher on Mobile Campimetry | CNPq

RESEARCH AND MOBILE DEVELOPMENT

- Contributed to the development of a low-cost and portable instrument that performs an eye examination.
- Extended the Android application (written in Java) to correct a distortion caused by the low-cost lens utilized.

Porto Alegre, Brazil

Jan. 2020 - Sep. 2020

Published Works

Chrono Division

A BEAUTIFULLY PLEASANT TIME WARPING SHOOT'EM UP GAME FOR IOS.

[Youtube](#) [App Store](#)

2018

- Created the concept and developed the **Swift** code of the game alongside other 3 developers and a designer.
- Built an Entity-Component-System architecture on top of **SpriteKit/GameplayKit**.

Beat: A Musical Journey

[Youtube](#) [GitHub](#) [App Store](#)

2020

APPLE'S SWIFT STUDENT CHALLENGE WINNING GAME WHERE YOU CREATE MUSIC BY JUMPING OVER OBSTACLES.

- Developed all of the **Swift** code and designed the experience and visuals of the game.

Mindblower: The Game

[Medium](#) [Youtube](#) [App Store](#)

2019

A GAME FOR IPAD WHERE YOU BLOW MINDS, LITERALLY. WWDC19 SCHOLARSHIP WINNING PROJECT.

- Developed all of the **Swift** code and designed the experience and visuals of the game.
- Wrote an article describing and reflecting on the entire creation process behind the project.

Honors & Awards

2020 **Apple's Swift Student Challenge**, One of 350 creative students selected worldwide.

San Jose, USA

2019 **Apple's WWDC Scholarship**, One of 350 creative students selected worldwide.

San Jose, USA

2018 **Apple's WWDC Scholarship**, One of 350 creative students selected worldwide.

San Jose, USA

2018 **Movie Next**, One of 15 iOS developers selected nationwide for a one-month course at iFood.

São Paulo, Brazil