

# Renan Magagnin da Silva

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## 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.

- 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**.

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

2018

### Beat: A Musical Journey

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.

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

2020

### Mindblower: The Game

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.

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

2019

## Honors & Awards

2020	<b>Apple's Swift Student Challenge</b> , One of 350 creative students selected worldwide.	San Jose, USA
2019	<b>Apple's WWDC Scholarship</b> , One of 350 creative students selected worldwide.	San Jose, USA
2018	<b>Apple's WWDC Scholarship</b> , One of 350 creative students selected worldwide.	San Jose, USA
2018	<b>Movie Next</b> , One of 15 iOS developers selected nationwide for a one-month course at iFood.	São Paulo, Brazil