John Lima

Born 1989 in United States



About me

I'm passionate about technology, science, developing things that improve people's lives and make the world a better place. I've been working with mobile development for iOS platform since 2014 with experience on all steps of iOS development, from the concept of the ideas until releasing the app on the store and following the results with analytics, tests and crashreports.

> Also proficient in web services integration, external frameworks, fastlane, grew up bilingual (Portuguese and English)

Skills



Contact

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thejohnlima

Experience

Freelancer iOS Developer

FreeCast Inc Since January 2021

Working with Swift for iOS and tvOS applications

Freelancer iOS Developer

Stormbreaker Studios January 2020 - December 2020 Working in iOS applications using Swift

iOS Developer

PagSeguro UOL Since July 2018

Working with native applications using Swift

iOS Developer **BRQ**

April 2017 - June 2018

Working with native applications using Swift and Objective-C

iOS Developer

Magna Sistemas February 2016 - April 2017 Working with native applications using Swift...

Education

System Analysis and Development February 2014 - June 2018

Learning algorithms, software engineer, databases, software development in FMU, Sao Paulo, Brazil

iOS Developer

March 2013 - December 2014

Learning a lot of concepts about iOS development in Impacta, Sao Paulo, Brazil

Projects

LMStorage is a

framework which

reduces the

complexity of

LMLoading PickImageAlert ObservableKit BaseTracking iOS iOS iOS iOS The easiest The best and Photos or ObservableKit way to setup your easy way to show camera access is the easiest way analytics an loading in your using the system to observe values view alert controller in Swift **BaseNetworkKit** MoonKit **LMStorage** SWMailgun iOS

SWMailgun

provides simple

alternative APIs

Mailgun

when you need to

send an email with managing a your iOS app using persistent layer.

MoonKit Is a

short framework

about the moon

to get information

BaseNetworkKit

is the easiest way to

create your network

layer in Swift