John Lima

iOS Developer Born 1989 in Brazil



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 ofthe 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

New York, United States

★ thejohnlima@icloud.com

+1 (646) 932-0850

🔇 https://linkedin.com/in/thejohnlima

thejohnlima

Experience

Freelancer iOS Developer

FreeCast Inc Since January 2021

Working with Swift for iOS and tvOS applications

iOS Developer

PagSeguro UOL July 2018 - March 2021 Working with native applications using Swift

Freelancer iOS Developer

Stormbreaker Studios January 2020 - December 2020 Working in iOS 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

when you need to complexity of send an email with managing a your iOS app using persistent layer.

BaseTracking iOS	•	PickImageAler	
The easiest way to setup your analytics	The best and easy way to show an loading in your view	Photos or camera access using the system alert controller	ObservableKit is the easiest way to observe values in Swift
BaseNetworkh i(Kit SWMailgur DS iOS	•

to get information alternative APIs

MoonKit Is a

short framework

about the moon

BaseNetworkKit

is the easiest way to

create your network

layer in Swift

SWMailgun

provides simple

Mailgun