

VANESSA LUCENA HURLA

iOS Developer

CONTACT

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SKILLS

✓ **Programming:**
Swift, SwiftUI, UIKit,
SwiftData, XCTest, Swift
Testing, Networking,
Dynamic UIs, Accessibility

✓ **Architecture:**
MVVM-C, MVC

✓ **Tools:**
Xcode, GitHub, Jira, Clean
Code

LANGUAGES

✓ English

✓ Portuguese

PROFILE

I am an iOS developer with professional experience, having delivered a SwiftUI photo-management app from scratch through TestFlight to the App Store. Beyond the tech, I care about people and impact. I work well in Agile teams, listen carefully, and keep the work moving. I'm motivated to learn quickly, contribute positively, and build considerate, user-centred apps.

PROJECTS

iOS Developer -
Buy Me a Coffee

(Aug 2025 – Present)

Savespace: Photo Cleaner

<https://apps.apple.com/gb/app/savespace-photo-cleaner/id6751802413>

I built this SwiftUI photo management app from scratch to help users free up storage and organise their photo library. I used the Vision framework for duplicate detection, CoreGraphics for blur analysis, and created a custom disk-backed persistence layer with FeaturePrintStore. It includes a swipe-based organisation flow and StoreKit paywalls/subscriptions, delivered with a privacy-first approach.

iOS Developer -
Freelancer

(Aug 2024 – Aug 2025)

LearnLoop App

<https://github.com/vanluhurla/LearnLoop>

I enjoyed building this SwiftUI flashcard app with SwiftData for persistence, and used Swift Testing for unit tests to ensure functionality, also add SpriteKit animation. It features light/dark mode and accessibility enhancements. Next steps include adding flashcard animations, shuffle functionality, delete/edit options, and improving accessibility with haptic feedback, voice over, dynamic type, and contrasting colours.

iOS Developer -
Freelancer

(Nov 2023 – Jul 2024)

KnowMe App

<https://github.com/vanluhurla/KnowMe>

In my KnowMe project journey, I worked on designing dynamic UIs with UICollectionView and DiffableDataSource. The coordinator pattern improved navigation, while MVVM-C kept the code organized. I also explored dynamic bottom sheets and PDF handling with PDFKit, which helped me enhance my iOS development skills.