



**Fernando Cani**  
iOS Developer

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## PROFILE

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With over 9 years of iOS development experience, I've collaborated closely with clients across diverse sectors, crafting apps that meet their unique needs. My journey began at the Apple Developer Academy, where I honed my skills in Swift, and Objective-C, unveiling Apple's secrets. Fueled by curiosity, I'm always on the lookout for the latest advancements, eagerly integrating them into my projects.

Adept in Git and experienced in Scrum methodology, MVVM architecture and more recently SwiftUI, I thrive in dynamic team environments. From agriculture to banking, I've taken on pivotal roles, delivering standout solutions that make a lasting impact.



## KEY SKILLS

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- Mobile Software Development.
- Coding & Scripting.
- Software Testing.
- Scrum & Agile Methodologies.
- Continuous Integration.
- Project Architecture.
- Code Review
- Communication Skills.
- Challenge driven.
- Teamwork & Adaptability.
- Flexible & Patient.



## WORK EXPERIENCE

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### *GRiT – Allocated @ Bryj.ai*

Position: iOS Developer

Period: Jun/2024 – Currently

**Main Achievements:**

Maintenance and Improvements of clients application.  
Help the development of the internal SDK.

**Function description:**

The company created an SDK related to WebView. Clients use the SDK on their apps. The main objective of the SDK is to allow clients to use their website as an App, without the need to develop a separate app for mobile platforms.

**Software / Tools:**

Worked with Xcode, Swift, JavaScript and CSS.  
Worked with GitHub, Git Flow, Internal Frameworks, Code Review.

### *GRiT – Allocated @ TimWe*

Position: iOS Developer

Period: Jan/2023 – Feb/2024

**Main Achievements:**

Developed an eBook/PDF Reader application with SwiftUI.

**Function description:**

Created a new application, an eBook and PDF reader using SwiftUI, CoreData, Git Flow to maintain the code base, every commit must pass by a Code Review process.

**Software / Tools:**

Worked with Xcode and SwiftUI.  
Worked with GitHub, Git Flow, Internal and External Frameworks, Code Review.

### *GRiT – Allocated @ Bring*

Position: iOS Developer

Period: Aug/2021 – Dec/2022

**Main Achievements:**

Developed the Onboarding section of the CGD Business application.

**Function description:**

Had the initiative to modularize the application to facilitate the development.  
Implemented a change in the Onboarding for the companies with more than one partner can

register, and the second partner receives a code to validate the information the first partner has provided.

Used Swift 5 to develop the application with the MVVM architecture, XCTest for Unit Testing, accessibility features, use Git Flow to maintain the code base, every commit must pass by a Code Review process, Invision to receive the layout and Jira to control the tasks.

**Software / Tools:**

Worked with Xcode and Swift 5.

Worked with Jira, GitHub, Git Flow, Invision, Internal and External Frameworks, Unit Testing, Code Review.

***IBM Brasil – Allocated @ Bradesco/NEXT***

**Position:** Sr. iOS Developer

**Period:** Dec/2020 – Aug/2021

**Main Achievements:**

Recruited and lead a new team of mobile developers.

Implemented a new pattern for accessibility and unit testing.

**Function description:**

Worked as Tech Lead in this company, recruiting a full set of 4 Squads of Jr. iOS and Android Developers. After the teams were completed, I was responsible with one squad, together we developed a Savings function inside the application, where the client can designate a fixed quantity to go to the savings account automatically every month.

Used Swift 5 to develop the application with the MVVM architecture, XCTest for Unit Testing, accessibility features, use Git Flow to maintain the code base, every commit must pass by a Code Review process, Abstract to receive the layout and Jira to control the tasks.

**Software / Tools:**

Worked with Xcode and Swift, occasionally working with Objective-C to convert to Swift or to maintain legacy code.

Worked with Jira, Jenkins, BitBucket, Git Flow, Abstract, Internal and External Frameworks, Accessibility, Unit Testing, Code Review.

***IBM Brasil – Allocated @ Santander***

**Position:** Sr. iOS Developer

**Period:** May/2020 – Dec/2020

**Main Achievements:**

Developed the new digital payment platform PIX.

**Function description:**

Responsible for defining and develop the PIX platform, a new payment method that uses QRCode, Phone Number, Email, Personal ID, or random key to transfer money and pay via internet or card machine 24/7.

Using Camera QRCode reader, integration with API services, communication with the Brazil Central Bank.

Used Swift 5 to develop the application with the MVVM architecture, XCTest for Unit Testing, accessibility features, use Git Flow to maintain the code base, every commit must pass by a Code Review process, Zeplin to receive the layout and Jira to control the tasks.

**Software / Tools:**

Worked with Xcode and Swift, occasionally working with Objective-C to convert to Swift or to maintain legacy code.

Worked with Jira, Jenkins, GitLab, Git Flow, Zeplin, Internal and External Frameworks, Accessibility, Unit Testing, Code Review.

***BRQ Digital***

**Position:** Sr. iOS Developer

**Period:** Aug/2019 – May/2020

**Main Achievements:**

Redesigned the Credit Card section of the Itaú Unibanco Application.

Also worked together with the Code Review team and the Bug Fix team.

**Function description:**

Redesigned of the Credit Card section of the Itaú Unibanco application, currently the major bank in Brazil. It was the first project that I had the opportunity to work with Unit Testing using Quick Nimble, Accessibility with Voice Over (screen reader) and Dynamic Type (bigger font sizes) using the default methods inside Xcode and the functional requirements for the sprints.

Did a bonus project that was a receipt module, which receives a custom JSON and creates a dynamic screen. The project was so successful that it was adopted as a default for the receipts in the application.

Used Swift 5 to develop the application with the MVC architecture, XCTest for Unit Testing, accessibility features, use Git Flow to maintain the code base, every commit must pass by a Code Review process, Zeplin to receive the layout and Jira to control the tasks.

**Software / Tools:**

I've worked with Xcode and Swift, occasionally working with Objective-C to convert to Swift or to maintain legacy code.

Working with Jira, Jenkins, BitBucket, Git Flow, Zeplin, Internal and External Frameworks, Accessibility, Unit Testing, Code Review.

***Livetouch***

**Position:** Sr. iOS Developer

**Period:** Oct/2016 – Aug/2019

**Main Achievements:**

Was the iOS Tech Lead, responsible for all matters related to Apple. Worked with many diverse types of applications, designing, and building from the ground up to maintaining and improving existent ones.

**Function description:**

Responsible for managing and releasing the apps for the company clients using Testflight, AppStore Connect and Fastlane.

The companies range from Adama (agricultural company), Porto Seguro (credit card and insurance company), Mapfre and Gama (health care companies).

Work together with clients representatives, helping to design the projects, make the decisions, informing what could be possible and what could not be, based on technical possibilities and following Apple Guidelines.

Implemented Apple Push Notification Service (APNs).

Integration with Google Services, such as Google Maps, Firebase.

Used Swift 4 to develop the application with the MVC architecture, use Git Flow to maintain the code base, Zeplin to receive the layout and Jira to control the tasks.

**Software / Tools:**

Worked with Xcode and Swift, occasionally working with Objective-C to convert to Swift or to maintain legacy code.

Worked with Jira, Jenkins, GitLab, Git Flow, Zeplin, Internal and External Frameworks, Accessibility, Unit Testing, Code Review, APNs, Google Maps, Firebase.

***Mucca Co.***

**Position:** iOS Developer

**Period:** Oct/2015 – Mar/2016

**Main Achievements:**

Revamped the application to which I was delegated. It was a flea market kind of app, which did not respect Auto Layout, very bugging Chat. Fixed all the problems and started developing new features, but the company shut down the App sector shortly after.

**Function description:**

Worked with the Bazaap Application, a platform like Facebook Marketplace, where sellers announce the product, and the customers chat with them to arrange the better way to purchase outside the platform. My work there was to develop new features and maintain the application. The first thing I did when started was to apply Auto Layout, because the application was only designed to 4.7", and layout was breaking on the Plus phone at.

Used Swift 2 to develop the application with the MVC architecture, use Git Flow to maintain the code base, Zeplin to receive the layout and Jira to control the tasks.

**Software / Tools:**

Worked with Swift 2.2, Trello, Zeplin, External Frameworks, Firebase.

***Atrativa Web***

**Position:** iOS Developer Trainee

**Period:** Jul/2015 – Oct/2015

**Main Achievements:**

Worked for 3 months at the company, learning the Software Development business model, also I've started a new project for a newspaper company, talking to clients for the first time.

**Function description:**

Designated most to learn how to collaborate with clients, professionally.

As for the development, I worked on a side project for my boss,

Worked with an internal project called Social Coffee, developed from scratch, was an internal application to schedule coffee breaks and meetings. We went until the Alpha version.

Later we began to collaborate with a real client, a newspaper company, wanting an application. I stay in the company when we are gathering the requisites.

Used Swift 1 to develop the application with the MVC architecture, Ruby On Rails as the backend and Trello to manage the tasks.

**Software / Tools:**

Worked with iOS Development using Swift 1 and Objective C in house only, improving my skills.

**EDUCATION**

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**Program:** Systems Analyst

**Institution:** UNINOVE (01/2020 – 06/2022)

**Location:** São Paulo, Brazil

**Program:** Apple Developer Academy

**Institution:** PUCPR (2015-2015)

**Location:** Curitiba, Brazil

**SOFTWARE/IT**

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Concepts & Methodology	Experience (yrs)	Skill (1–5)
Android Application Development	1	1
iOS Application Development	8	4
Object Oriented Programming	8	4
Agile	8	4
Scrum	8	4
Kanban	2	2
Software Development	8	4
<b>IDE, Debuggers &amp; Compilers</b>	<b>Experience (yrs)</b>	<b>Skill (1–5)</b>
Android Studio	1	2
Xcode	8	5
Atom	2	2
NotePad++	5	1
<b>Operating Systems</b>	<b>Experience (yrs)</b>	<b>Skill (1–5)</b>
Windows	10+	5
macOS	10+	5

Programming Languages	Experience (yrs)	Skill (1–5)
Swift	8	5
Objective-C	4	3
Swift UI	1	3
Server Tools & Environments	Experience (yrs)	Skill (1–5)
Jenkins	3	1
Source Control	Experience (yrs)	Skill (1–5)
Git	8	5
Technology & Other Tools	Experience (yrs)	Skill (1–5)
VIM	3	2
Office/iWork	10+	4
Terminal	5	3
Adobe CC	3	3



## LANGUAGES

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**English:** Advanced/Fluent

**Portuguese:** Native



## DRIVER LICENSE

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Category: AB (Motorcycle and Car)



## PERSONAL PROJECTS

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I have two apps in the App Store:

- **Nível de Anjo:** An app that is a “parody” based on a famous song from 2015. It calculates what is your score of Angel or Devil. It is based on a question from one school that invented a formula to calculate the score, and I translated it to an app.
- **Smart QRCode:** An app that reads the QRCode, without executing it. Because all the apps and the native camera app read and executes, i.e., if it is a web page, opens Safari. But my “struggle” was that I wanted to know what the QRCode was, instead of open it. So, I made this app for personal use, but I saw that others might be interested, so I’ve released it as a free app. Later I added an option to create a QRCode inside it and In App Purchases as a tip model.

<https://apps.apple.com/br/developer/fernando-cani/id506587024>