

Marco Braga

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WORK EXPERIENCE

Warner Bros. Discovery

Apr. 2024 – Present

Senior iOS Engineer

Remote

- Develop features and bug fixes on **CNN**, the world leader in online news and information.
- Implemented third party login and various UI/UX updates.
- Lead the upgrade for iOS 26.
- Used Swift language, SwiftUI, Combine, unit and UI testing, and MVVM design pattern.

BeatStars

Jun. 2022 – Jan. 2024

Senior iOS Engineer

Remote

- Develop features and bug fixes on **BeatStars**, a marketplace app that allows users to buy and sell beats, network with other artists and producers, and on **BeatStars Studio** to sell beats and manage beats business.
- Implemented dashboard UI update, tracklist flow redesign, and various UI/UX updates.
- Used Swift language, SwiftUI, Combine, and MVVM design pattern.

BairesDev

Apr. 2021 – May 2022

Senior iOS Engineer

Remote

- Develop features and bug fixes on **Pinterest**, a visual social media platform for discovering, saving, and sharing ideas and inspiration.
- As an Activation team member, I aimed to improve the user experience within the first 28 days.
- Conduct experiments, make changes, and analyze the data collected to determine the impact on the user experience, then present the results to decide whether or not they should be published or shut down.
- Implemented features to comply with iOS privacy changes by shifting the focus from third-party to first-party data collection.
- Implemented features in Python to publish experiments targeting specific user groups.
- Used Objective-C language, view code, unit and UI testing, and design patterns MVC and MVVM.

Hotmart

Jun. 2019 – Mar. 2021

iOS Developer

Belo Horizonte, MG

- Develop features and bug fixes on **Sparkle**, a community social network app.
- Implemented the visualization of online courses, improved the creation and visualization of content, and re-architected the app to Clean Swift (VIP), following the guidelines proposed by a talented engineer.
- Used Swift language, view code, unit testing and design patterns MVVM and VIP.

ioasys

Nov. 2016 – Jun. 2019

iOS Developer | January 2019 – June 2019

Belo Horizonte, MG

- Develop features and bug fixes on **Inter**, a banking app.
- Implemented multiple account login, money exchange flow, the marketplace for purchasing items within the app with cashback incentives for bank partners, and a service called Greenpass for paying private parking fees.
- Used Swift language and design patterns MVC, MVP, and MVVM.

iOS Developer Intern | November, 2016 – December, 2018

- Developed new features and fixed bugs on various iOS projects in Swift and Objective-C from ioasys clients.
- Used Objective-C and Swift languages and design patterns MVC, MVP, and MVVM.

EDUCATION

Pontifical Catholic University of Minas Gerais

August 2023

- Participated in the development of the iOS app “PUC Aberta” for a university event

SKILLS & INTERESTS

- **Skills** Swift, Objective-C, Xcode, GitHub, Bitbucket, MVC, Jira, Agile, Gitflow, Git, MVP, MVVM, SwiftUI, Combine, View Code, Python, Critical Thinking, Teamwork, Time Management, Problem-Solving
- **Interests** games; cinema; music; reading; photography; Seinfeld; anime; traveling