






# Matheus Cardoso

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## Academic Education

- ◆ **BSc in Computer Engineering** (ongoing) - IFCE - Fortaleza-CE - Dec/2014 until Dec/2019
  - ▶ I've been part and helped in many research projects with professors and student colleagues
  - ▶ Scholarship from CNPq (National Council for Scientific and Technological Development)

## Professional Experience

- ◆ **iOS Engineer** - Rocket.Chat - Porto Alegre-RS - Sep/2017
  - ▶ Rocket.Chat is the leading free open source team chat Slack alternative.
  - ▶ In charge of maintaining and developing new features for the iOS App in Swift and Objective-C, REST API layer, writing unit tests, managing Open Source contributions, and giving talks at events.
- ◆ **Software Developer** - Apple Developer Academy (aka BEPiD) - Fortaleza-CE - Jan/2015 until Dec/2017
  - ▶ Apple Developer Academy is an internship program created by Apple to train Developers for Apple Platforms
  - ▶ Developed 4 Apps and Games for iOS and tvOS - all published on the App Store
- ◆ **Scientific Researcher** - LAPADA - Fortaleza-CE - Aug/2015 until Jul/2016
  - ▶ LAPADA is a research and development laboratory at IFCE focused on accessibility
  - ▶ Worked on a Virtual Reality Game in Unity C#, using Oculus Rift, Leap Motion and a custom adapted Treadmill

## Achievements

- ◆ **WWDC Scholarship Winner** - Apple - San Jose-CA - Jun/2017
  - ▶ WWDC is a conference held annually in California by Apple Inc where companies and engineers from around the world gather to discuss the latest innovations
  - ▶ My project submission was selected by Apple and I attended WWDC17 with paid-for trips and accommodations as a scholarship winner

## Most Relevant Projects

- **Stalkr** - Project & Infrastructure monitoring tool for Apple TV ([getstal.kr](http://getstal.kr)) - Apple Developer Academy - 2017
  - I worked on a team of 4 developers and 1 scrum master as the backend developer using Server-Side Swift with Vapor, git, tests and continuous integration with Travis. Published on the App Store.
- **Pong Bash** - Local Multiplayer Pong Game for Apple TV ([cardo.so/pongbash](http://cardo.so/pongbash)) - Apple Developer Academy - 2017
  - I worked on a team of 3 developers and 1 scrum master as a Game Designer, Gameplay & Controller Interface programmer using Swift, SpriteKit and Multipeer Connectivity. Published on the App Store.
- **Blau** - Physics Puzzle Game for iOS ([blaugame.com](http://blaugame.com)) - Apple Developer Academy - 2017
  - I worked on a team of 4 developers and 1 scrum master as a Game Designer and Gameplay Programmer using Swift, SpriteKit and GameCenter. Published on the App Store.
- **PracticeIt** - Practice Management Productivity App for iOS ([cardo.so/practiceit](http://cardo.so/practiceit)) - Apple Developer Academy - 2017
  - I worked on a team of 2 developers and 1 scrum master as the Lead UI Designer & Programmer using Objective-C and various prototyping tools. Published on the App Store.
- **PITME** - VR Game and Treadmill for Physiotherapy - IFCE/LAPADA - 2015
  - I worked on a team of 3 developers, 2 lead developers and 1 professor as a VR Gameplay programmer, Leap Motion and Treadmill interface programmer. A short paper about the project was presented at the XIV Brazilian Symposium on Computer Games and Digital Entertainment (SBGames 2015)

## Open Source Contributions

- ◆ **Vapor** - Qutheory - [github.com/vapor](https://github.com/vapor) - 2017
  - ▶ Vapor is the most popular server-side Swift framework.
  - ▶ Contributed to its authentication (auth and auth-provider) and ORM (fluent) modules with over 500 lines of code adding significant features.

## Languages

- ◆ **Portuguese**
  - ▶ Read, write and speak natively
- ◆ **English**
  - ▶ Read, write and speak fluently (self-taught)
- ◆ **German**
  - ▶ Read, write and speak well (school)