






Matheus Cardoso

 [cardo.so](https://github.com/cardoso)  matheus@cardo.so  github.com/cardoso
 linkedin.com/in/cardosodev  twitter.com/cardosodev

Professional Experience

- ◆ **iOS Engineer** - Rocket.Chat - Sep/2017
 - ▶ Rocket.Chat is the leading free open source team chat Slack alternative.
 - ▶ I am in charge of maintaining and developing new features for the iOS App in Swift and Objective-C, writing unit tests and managing Open Source contributions. HTTP, WebSockets, Realm, OAuth.
- ◆ **Summer of Code Mentor** - Google - May/2018 until Sep/2018
 - ▶ Google Summer of Code is a global program focused on introducing students to open source software development.
 - ▶ For 3 months Google put me in charge of mentoring an Indian student on performing Open Source contributions.
- ◆ **Software Developer** - Apple Developer Academy (aka BEPiD) - 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 - 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 - 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) - 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) - 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) - 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.
- **Practicelt** - Practice Management Productivity App for iOS (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 - 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 (language school/self-taught)