
LUCAS ASSIS RODRIGUES

Profile

Full stack developer with experience building iOS apps with UIKit and SwiftUI in both Swift and Objective-C. Previously developed web apps using Typescript, ReactJS, NextJS and Tailwind. Solid understanding of Object Oriented and Functional Programming concepts.

Experience

Capital One, Principal Associate - iOS Engineer — Nov 2023 - Present

- Maintained and developed the Zelle features of the Capital One app. Participated and contributed to strategic planning for new initiatives within the iOS project.
 - Main developer on testing initiative to bring unit test coverage of the 5 frameworks owned by team from an average of 80% to 93%.
- Developed tooling with the goal of maintaining code quality and improving developer experience within the greater development team.
 - Implemented a script to resolve deprecation warnings that fixed over 3000 issues on the codebase.
- Lead and facilitated training sessions with ~10 engineers at a time to promote programming and testing best practices, advanced programming techniques, and testing goals.

AE Studio, Senior Full Stack Developer — Dec 2021 - Sep 2023

- Managed a project composed of 8 developers and 2 designers at EVgo that improved the conversion rate of the sign up funnel by 80% and the login by 60%.
 - Scheduled and ran SCRUM ceremonies.
 - Wrote and estimated tasks as a bridge between the development, design and product teams. (Jira, Confluence)
 - Implemented improvement plan for Android app to increase the crash free rate from 89% to 96%.
- Developed new features into the mobile applications from UI designs and GraphQL APIs. (Apollo, SwiftUI, RxSwift, UIKit, Firebase)
- Integrated and analyzed analytics tools to propose areas of improvement and flag potential issues, increasing the monthly average reviews from 2.3 to 4.7 stars. (Sentry, Amplitude, Firebase, LogRocket)
- Developed for Point an iOS library with a ReactNative module and made it available through major package managers. (HealthKit, SwiftUI, SwiftPackageManager, CocoaPods, ReactNative, Apollo, Sentry)
- Developed an iOS SDK that allowed tethered remote control of DSLR cameras through the client's application. (C, Objective-C, EOS SDK, gphoto2)
- Maintained and developed new routes and styles for the company website. (React, HTML, NextJS, Tailwind, JS, TS, CSS, GraphQL, Hygraph)

Journi, Senior iOS Developer — Aug 2018 - Jun 2021

- Instructed 2 junior developers on use of Swift programming language, creating collaborative learning environment to onboard personnel.
- Monitored the app crash rate, performance and memory.
 - Maintained a crash free rate of 99.99%.
 - Improved the worst case load time of the image picker from 5 minutes to 2 seconds.
- Implemented design patterns MVVM, Dependency Injection, MVC, Repository. (RxSwift, Combine, Swift, Objective-C)
- Worked in cross functional teams translating UI designs into features and components, and integrated RESTful APIs into the app. (UIKit, SwiftUI, Alamofire)

Education

Apple Developer Academy, Naples, Italy — Master Class, 2018

Universidade Federal de Itajubá, Itajubá, Brazil — Computer Engineering, 2016
