

ALEX GORDINHO FARIA

Software Engineer – iOS

alex.faria@me.com | +351 926 944 435 | linkedin.com/in/alexgfaria | Matosinhos, Portugal

iOS Engineer with 3 years of professional experience delivering production apps in e-commerce and IoT. M.Sc. in Computer Science. Proficient in Swift, Objective-C, RxSwift, UIKit and SwiftUI. Experienced with Clean Architecture (MVP, Use Cases, Coordinators), REST APIs, XCTest and CI/CD. Passionate about clean code, performance, and creating user-centric applications with strong UX.

WORK EXPERIENCE

CEiiA | Engineering and Product Development Centre

Porto, Portugal

iOS Engineer

November 2025 – Current

- Development and implementation of CCC Digital Key-based solutions on iOS, with emphasis on **cryptographic security**, NFC, **BLE**, and seamless integration across mobile devices, vehicles, and backend services.
- Creation of a reusable iOS library compliant with the **CCC Digital Key specification**, subsequently adopted in CEiiA's BEN4US project to enable secure digital access solutions for sustainable mobility.

Tech Used: Git, Swift, Objective-C, SwiftUI, Swift Package Manager, CoreBluetooth, BLE, Cryptography, XCTest

Bosch

Aveiro, Portugal

iOS Engineer

May 2023 – January 2025

- Developed and maintained key features for the Bosch HomeCom App, enabling remote control of smart appliances across Bosch's IoT ecosystem.
- Built user interfaces with **UIKit** and **Storyboards**, ensuring intuitive navigation and a consistent user experience.
- Applied **Clean Architecture** principles with **MVP**, **Use Cases**, and **Coordinators**, improving scalability, testability, and separation of concerns.
- Integrated with backend systems via **REST APIs**, ensuring reliable and secure data flow across Bosch's IoT devices.
- Implemented reactive features with **RxSwift**, enhancing responsiveness and maintainability.
- Wrote unit tests with **XCTest** and collaborated with QA on **automated UI tests** using **Appium**, ensuring quality and stability.
- Initiated the in-app feedback functionality, enabling users to share real-time feedback directly with the development team, improving user satisfaction and guiding product decisions.
- Exposure to **Kotlin Multiplatform (KMP)** modules within the app ecosystem.

Tech Used: Swift, Objective-C, UIKit, Storyboards, RxSwift, Clean Architecture, MVP, Use Cases, Coordinators, REST APIs, XCTest (unit), Appium (UI automation), Xcode, Cocoapods, Swift Package Manager, Git, Jenkins (CI/CD), Jira, Confluence, Figma, Lottie

Farfetch

Porto, Portugal

Junior iOS Engineer

April 2022 – April 2023

- Contributed to the Farfetch iOS app homepage, the most visited page in the company's highest-revenue channel, with features seen by millions of users worldwide.
- Built user interfaces **programmatically** with **UIKit**, ensuring flexibility, performance, and optimized complex layouts.
- Used **SwiftUI** in internal tools for debugging, prototyping, and content validation.
- Integrated features with **CoreData** and **PromiseKit**, delivering reliable persistence and asynchronous workflows.
- Worked in **Agile Scrum** sprints to deliver features predictably.
- Implemented unit tests with **XCTest** and **snapshot tests**, improving code quality and preventing UI regressions.
- Supported technical documentation and API specifications to ensure alignment across teams.
- Ensured continuous integration and delivery through **TeamCity (CI/CD)** pipelines, maintaining high-quality releases.

Tech Used: Swift, Objective-C, UIKit (programmatic UI), SwiftUI, CoreData, PromiseKit, XCTest (unit, snapshot), Git, TeamCity (CI/CD), Jira, Confluence

Farfetch

Porto, Portugal

Trainee iOS Engineer

October 2021 – April 2022

- Completed the Plug-In Graduates Program, a 6-month traineeship focused on Swift and iOS development.
- Built a final project app using the Marvel API, applying fundamentals of networking, persistence, and UI design.
- Developed user interfaces with **UIKit**, contributing to internal features under senior guidance.
- Assisted in **code reviews** and collaborated on user stories and refinements in an Agile workflow.
- Practiced automated testing with **XCTest (unit and snapshot)** alongside the QA team.

Tech Used: Swift, UIKit, XCTest (unit, snapshot), Git, Jira, Confluence

Interactive Technologies Institute - ITI

Funchal, Portugal

Research Assistant – Academic context

July 2020 – November 2020

- Developed an open-source interactive installation using **projection mapping** on geodesic domes, promoting pro-environmental behaviors.
- Published at IMX'20: *INTERAQUATICA - Designing Interactive Aquatic Experiences with Geodesic Domes In-The-Wild*.

Tech Used: Processing, Java, Git, GitHub, Overleaf, LaTeX

Interactive Technologies Institute - ITI

Funchal, Portugal

Research Assistant – Academic context

May 2018 – September 2018,

May 2019 – September 2019

- Built and maintained the research project website with **WordPress**.
- Engineered The Moving Type Machine, a **web app** to create and share manifesto videos with kinetic typography.
- Designed MANIFESTO! The Game, a **card game** for workshops where players built manifestos under random constraints.
- Contributed personalization features to the Manifesto Machine (**Node.js app**) for artists, activists, and scholars.
- Published papers:
 - *Dissent by Design. A Manifesto for CHI Manifestos* (CHI EA '10)
 - *Fourth-Wave HCI Meets the 21st Century Manifesto* (HTTF '19)
 - *MANIFESTO! Now: Game Design for Revolutionary Thinking* (Cumulus Roma '21)

Tech Used: Node.js, JavaScript, HTML, CSS, SASS, Bootstrap, WordPress, Overleaf, LaTeX

Binaryscope Solutions

Funchal, Portugal

Curricular Intern – Mobile Engineer

March 2018 – June 2018

- Built a **hybrid mobile app** for medical staff to document and track wound evolution with photos, using openEHR REST APIs and the **Ionic** framework.

Tech Used: Rest APIs, Ionic, TypeScript, HTML, CSS

EDUCATION

University of Madeira

Funchal, Portugal

M.Sc. in Computer Science and Engineering

September 2019 – February 2022

- **Relevant Coursework:** Distributed Systems, Ubiquitous Computing, Software Architectures for User Interfaces, Artificial Intelligence and Game Design, Network-Centric Applications, Multimedia Systems.

University of Madeira

Funchal, Portugal

B.Sc. in Computer Science and Engineering

September 2014 – June 2019

- **Relevant Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Operating Systems, Database Management Systems, Human-Computer Interaction, Artificial Intelligence, Computer Architecture, Software Processes and Metrics, Requirements Engineering.

EBS Padre Manuel Álvares

Ribeira Brava, Portugal

Level III Professional Qualification Certificate in Computer Systems

September 2012 – July 2014

- Professional Course in Computer Systems.

LICENSES AND CERTIFICATIONS

2023	Implementing Practical Data Structures with Swift (Udemy)
2022	Design for Mobile UX/UI (Le Wagon) • DevOps, CI/CD for Beginners (Udemy) • Swift for Intermediate and Advanced iOS Developers (Udemy)
2021	Swift 5 Programming for Beginners (Udemy) • Git Going Fast: One Hour Git Crash Course (Udemy) • Remote Work Foundations (LinkedIn)

LANGUAGES

Portuguese (native), English (fluent), Spanish (intermediate), French (basic).