

Mirelle Sine

iOS Software Engineer

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PROFESSIONAL SUMMARY

iOS Software Engineer with 3+ years of hands-on experience designing and shipping production mobile applications with Swift, SwiftUI, and UIKit. Led the migration of a design system from UIKit to SwiftUI and helped implement Server-Driven UI architecture for a digital banking and insurance app used by 2M+ people. Apple WWDC Swift Student Challenge Winner (2024, one of ~100 selected globally). Focused on scalable architecture, developer experience, and automated testing.

PROFESSIONAL EXPERIENCE

Wefit - iOS Software Engineer

Remote

May 2025 - Present

- Build and ship features for Porto's digital banking and insurance app, reaching 2M+ users, using Swift, UIKit, and a modular VIP architecture.
- Led the migration of the design system from UIKit to SwiftUI, cutting feature development time by approximately 60% and improving scalability and developer experience for the iOS team.
- Implemented core components of a Server-Driven UI (SDUI) system, reducing UI delivery time by approximately 50% and enabling UI updates without requiring App Store releases.
- Integrated REST APIs and Firebase Analytics, improving application observability and supporting data-driven product decisions.
- Maintained code quality through XCTest/XCUITest, CI/CD pipelines, SwiftLint, and Clean Code practices within Agile cross-functional teams.

iOS Developer - Apple Developer Academy, Universidade Católica de Brasília

Selective 2-year, Apple-sponsored program in end-to-end product development

Jan 2023 - Dec 2024

- Designed and shipped 6 iOS applications end-to-end - from problem discovery and user research through prototyping, implementation, testing, and App Store release.
- Built features using Swift, SwiftUI, UIKit, Core Data, REST APIs, Core ML, ARKit, and RealityKit, applying scalable architecture and Apple's Human Interface Guidelines.
- Collaborated with multidisciplinary teams across product, design, and engineering to translate user needs into technical solutions.

ACADEMIC BACKGROUND

Bachelor's Degree in Computer Science

Universidade Católica de Brasília, DF

AWARDS AND HONORS

Swift Student Challenge Winner - WWDC 2024, Apple Inc.

Project: Hidden Stories

- Built an iOS app spotlighting stories of women overlooked by history in science and technology, using SwiftUI and REST API integration to address gender inequality in STEM.
- Selected as one of approximately 100 winners globally at Apple's annual WWDC event, recognized for an innovative proposal with measurable social impact.

Project link: [View Project](#)

SELECTED PROJECTS

Ouzia - Fashion-tech iOS app providing personalized outfit recommendations based on body type, style preferences, and weather conditions.

Built with SwiftUI, MVVM, Firebase, and a custom design system.

Doppelgänger Box - Single-player augmented reality iOS game combining immersive storytelling, puzzle-solving, and spatial interaction.

Built using ARKit, RealityKit, and Swift Concurrency.

Shleep - Apple Watch app focused on sleep routines and personalized interactions, integrating HealthKit and REST APIs.

CERTIFICATIONS

- App Development with Swift Certified User - Apple Inc.
- Advanced iOS Product Development - TIC em Trilhas, 450 hours (Online)

PROFESSIONAL SKILLS

Languages & Frameworks: Swift · SwiftUI · UIKit · Combine · Swift Concurrency

Architecture & Development: Clean Architecture · VIP · MVVM · Server-Driven UI · Design Systems · REST APIs · SOLID

Testing & Tooling: XCTest · XCUITest · CI/CD · Git · GitLab CI/CD · Jenkins · SwiftLint

Apple Platforms & Technologies: iOS · watchOS · visionOS · ARKit · RealityKit · Core Data · CloudKit · Core ML

LANGUAGES

English – Full Professional Proficiency

Portuguese – Native