

# João Pozzobon

I'm a proactive software engineer, designer and Computer Science student from Brazil looking to intern at a fun team and do exceptional work.

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## education

### Georgia Institute of Technology

| B.S. COMPUTER SCIENCE • PRESENT

**Relevant coursework:** Data structures and algorithms, Objects and Design, Intro to UI Design

### Instituto Federal de Santa Catarina

| A.S. INFORMATION SCIENCE • GRADUATED DEC 2023

I graduated with a grade of 95.7%, receiving an associate's degree alongside a high school diploma.

**Relevant project:** rolê — a proof-of-concept app for organizing events built with Flutter and Express.js.

## work experience

### Cindori AB

| SOFTWARE ENGINEER • MAR 2022 – APR 2024  
PROJECT INTERN • NOV 2021 – FEB 2022

- Worked on the design and development of components for the editor interface of the Backdrop project using SwiftUI, AppKit and Metal.
- Wrote seven successful development articles for the developer blog and one open-source library

### Reincubate

| PROJECT DEVELOPER • NOV 2021 – FEB 2022

- Spearheaded a project leveraging SwiftUI and Networking APIs on watchOS
- Designed and built a functional and intuitive remote interface prototype.

## skills

Swift development

Product design

SwiftUI

Portuguese

Xcode project management

Reverse engineering

SwiftData

Metal

MongoDB

UIKit

Python

Express.js

**other interests** architecture, pop culture, weight lifting, urban planning and transportation

## relevant projects

### push

| MAY 2024 – CURRENT

- Smart and sleek workout app with an automatic sensor for push-ups using facial recognition
- Featured in 9to5Mac
- Over 600,000 push-ups counted globally

### Magic

| AUGUST 2021 – CURRENT

- A Mac app that uses SwiftUI and AppKit to turn trackpads into touch-first digital drawing tablets
- Designed for an engaging and fun UI
- Featured in 9to5Mac; has garnered over 50,000 downloads since release

### Dusk for Vision Pro

| MARCH 2024

- Built an innovative app for the Apple Vision Pro that offers a better Twitter experience using SwiftUI
- Completely coded over a single weekend by reverse-engineering Twitter's web interface
- Over 4 digits in sales

## awards

### Apple Swift Student Challenge Winner

- In 2020, I made a game that creatively leveraged innovative control mechanics using the Force Touch sensors of the Mac trackpad.
- In 2021, I built an interactive playground designed to help teach children concepts of set theory in math.

### WWDC Community Week Hackathon

- In 2022, I designed and built a live geographical guessing game with the new Look Around and SharePlay APIs as the winning submission
- Done in partnership with two friends in the US and Australia
- All done in 24 hours while managing timezone differences