

Daniel Fortes

iOS and macOS Applications Developer

Remote from Brazil · Available for contract work or full-time · English (fluent)

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SUMMARY

Software developer with 10 years of professional experience and 4 years with experience developing native apps for Apple platforms like iOS and macOS. I have shipped two apps to the App Store, one being an open-source node-based image editor, a large-scale application with more than 150K LOC. I have a passion for building engaging and polished user experiences, and I'm looking for a position as an Software Engineer focused on creating user-facing applications for Apple Platforms, specially iOS.

SKILLS

Swift and UI: Swift, SwiftUI, Combine, UIKit, AppKit, Foundation, Objective-C, Core Graphics, Core Image, Metal, and other frameworks.

Concurrency: Swift Concurrency (async/await, actors, structured tasks), Combine pipelines, GCD.

Architecture: MVVM, SOLID, protocol-oriented design, dependency injection through protocols, value types and functional-style data flow, modules with Swift Package Manager.

APIs and data: REST and HTTP, JSON with URLSession and Codable, SwiftData, CloudKit, StoreKit.

Quality and shipping: unit tests with XCTest, profiling with Instruments, App Store Connect, public SDK design and docs.

Also: TypeScript, React, C#, Rust, Zig, C, Metal, Git.

EXPERIENCE

Independent iOS & macOS Developer · Own products · Remote

2019 – Present

ImageFlow, photo editor on the Mac App Store (150K+ lines of Swift) · SwiftUI, Combine, async/await, AppKit, Metal

- Split the codebase into Swift Package Manager modules and structured it with MVVM and protocol-based dependency injection, so features stay testable and easy to change.
- Used Combine for bindings between view models and SwiftUI views, and async/await with actors to keep heavy processing off the main thread.
- Owned the whole cycle alone: architecture, UI/UX, unit tests with XCTest, profiling with Instruments, App Store release and support.

Happenings, iOS app on the App Store · SwiftUI, SwiftData, CloudKit, StoreKit

- Built an iPhone health and habit tracker from scratch in SwiftUI, with local persistence, offline-first iCloud sync and in-app purchases.

Unity AR+GPS Location, AR SDK for iOS and Android, 2019 – 2024 · C#, Objective-C, ARKit, ARCore

- Designed and sold an SDK that places AR content at real-world GPS coordinates, with one public C# API on top of native layers for each platform (ARKit on iOS in Objective-C, ARCore on Android).
- Supported customers' developers through integration and production issues and kept the SDK current with every iOS release for 5 years. The open-source sample project has 55 stars on GitHub.

Lead Web Developer · img.ly (Germany) · Remote, with on-site visits

2018 – 2019

- Led the web version of PhotoEditor SDK, the company's flagship product, which enterprise customers embed in their own apps.
- Built the SDK's React UI and WebGL rendering engine, working in English with the team in Germany.

Freelance Frontend & WebGL Developer · Various clients · Remote

2016 – 2018

- Built real-time 3D product configurators for e-commerce (furniture, real estate) that let shoppers customize and view products live in the browser.

EDUCATION

B.S. in Physics, University of São Paulo (USP)

2005 – 2009

Graduate coursework in Physics (USP) and Computer Engineering (UNICAMP)