

# Luana Gerber Brito

iOS Engineer

Portfolio: [www.luanagerber.com](http://www.luanagerber.com)

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## Professional Summary

**Apple Developer Academy** graduate with **2 years of experience** delivering 8 end-to-end applications for Apple platforms (iOS, iPadOS, macOS, and tvOS), from ideation to **App Store release**, including leading development teams. Specialized in **SwiftUI**, accessibility-first design, and on-device machine learning, building scalable user-centered solutions.

## Technical Skills

- **Programming Languages:** Swift, Python, SQL, HTML, CSS
- **iOS Development:** iOS SDK, SwiftUI, UIKit, Combine, Core Data, SwiftData, CloudKit, Core Location, Vision, Speech, AVFoundation, WidgetKit, SpriteKit, GameplayKit, GameKit
- **Architecture & Patterns:** MVVM, MVC, Coordinator Pattern, Entity Component System (ECS), Clean Architecture, SOLID Principles
- **Machine Learning:** Core ML, Create ML, On-device ML, Computer Vision, Model Quantization
- **Networking:** REST APIs, JSON, URLSession
- **Tools:** Xcode, Git, GitHub, Swift Package Manager, Figma, Affinity Designer, Jira, Trello, Confluence
- **Development Practices:** Agile, Scrum
- **Accessibility & Localization:** VoiceOver, Dynamic Type, App Localization
- **Additional:** App Store Connect, TestFlight, Siri, App Intents, Haptics, Dark Mode

## Work Experience

**Apple Developer Academy** – Instituto Eldorado, Brazil (2024 – 2025)

- Developed and shipped 8 iOS applications using SwiftUI and SpriteKit, covering the full product lifecycle from ideation to App Store deployment.
- Collaborated in cross-functional development teams using Git and agile methodologies.
- Led the development team during the implementation phase, coordinating priorities and delivery.
- Conducted usability testing sessions and implemented user feedback.

## Selected Projects

**CareBeep – Accessibility-focused iOS Communication App** (2024 – 2025)

[Project page](#) | [App Store](#)

- Contributed to designing and developing an assistive communication app for rehabilitation patients with limited mobility using SwiftUI and Apple accessibility frameworks.
- Implemented hands-free messaging via voice commands and real-time synchronization between patients and caregiver devices.

- Improved app responsiveness by refactoring the CloudKit integration and optimizing the device pairing workflow, resulting in a faster and more reliable user experience.
- Applied privacy-first architecture, ensuring personal data remained stored locally on users' devices.
- Led the development phase by coordinating tasks, prioritizing features, and maintaining delivery timelines.

### Story Stage – Multiplayer iOS Party Game

(2025)

[Project page](#) | [App Store](#)

- Contributed to developing of a multiplayer party game for iOS using SwiftUI and GameKit, supporting host-guest sessions and real-time gameplay across multiple devices.
- Implemented a stable game structure and scoring system for a smooth and intuitive gaming experience.
- Provided technical coordination during development, promoting clean, modular code and long-term maintainability within the team.
- Performed manual QA and usability testing to guarantee stability and a crash-free experience in production.
- Published a production-ready app localized in five languages, reaching 130+ downloads across multiple countries, achieving a 9.4% App Store conversion rate and zero crashes in production.

### OSCC Classifier – AI-powered iOS Educational App (Bachelor Thesis)

(2025)

[Project page](#)

- Developed an image classification model for oral cancer detection using Python and TensorFlow.
- Optimized the model for mobile deployment by reducing its size by 48% while maintaining classification performance.
- Integrated the model into an iOS proof-of-concept app using Core ML and SwiftUI, enabling real-time image analysis directly on the device and ensuring privacy.
- Achieved high classification accuracy with fast inference times (1.78–13 ms) and a compact model size (4.21 MB) suitable for mobile hardware.

## Additional Projects

### Genogun – macOS Educational Game

(2024)

[Project page](#) | [App Store](#)

- Developed an educational game for macOS using SpriteKit and ECS architecture, published on the Mac App Store, reaching users internationally with zero crashes reported.

## Education

**B.Sc. in Computer Science** – IU International University of Applied Sciences, Germany

(2020 – 2026)

**University Education in Dentistry** – State University of Amazonas, Brazil

(2011 – 2017)

## Certifications

**App Development with Swift Certified User** – Issued by Apple Inc. [See Credential](#)

**Oracle Database 12c SQL Certified Associate** – Udemy

## Languages

**Portuguese** (C2 – Native), **English** (C1), **German** (C1), **French** (A1), **Romansh**, **Spanish**