

Lucas Firmo

Senior iOS Engineer · São Paulo, Brazil (remote, US hours) · Contractor or EOR ready, no visa needed
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SUMMARY

Senior iOS engineer with 13 years shipping consumer apps in Swift and Objective-C, from banking and retail to media and subscriptions. I lead large, risky iOS changes in small reviewable steps (Swift 6 in 10 days, zero big-bang changes), ship across backend and web when the feature needs it, and run AI coding agents under strict review and test gates to ship more without lowering the bar.

EXPERIENCE

Senior iOS Engineer · Pray.com (US consumer subscription app) · Remote · Aug 2020 to present

- **Migrated the production app to Swift 6 language mode in 10 days:** zero strict-concurrency warnings across 4 targets (app, widget, watch, notification extension), in small reviewable steps with no big-bang change, while the unit suite grew 25%.
- **Rebuilt the analytics pipeline as a Swift actor with byte-identical payloads:** pinned the sent bytes in tests on the old code first, then converted; cleared every concurrency warning across the pipeline, HTTP client and SDK fan-out (Amplitude, Firebase, Branch, Facebook) with call ordering preserved.
- **Hardened the app against a class of runtime crashes:** removed fatalError, force-cast and unchecked-decode paths in routing, deeplinks, onboarding and media decoding, each with a test that crashed the host before the fix.
- **Made the crash-free rate trustworthy:** structured non-fatal tracking by domain (subscriptions, auth, onboarding, network) and stopped user actions polluting the metric (iOS and Android).
- **Paid down architecture debt with a ratchet, not a rewrite:** moved global singletons into an injected dependency graph and added a CI lint that fails on any new singleton or unchecked Sendable.
- **Fixed the paywall showing fallback prices at cold launch** by rebuilding how StoreKit prices are resolved.
- Built Streak V2 (the app's core daily-habit mechanic), video ads in the player (Google IMA), native search on Algolia and an in-app AI chat assistant.
- **Full-stack when the feature needs it:** made recurring payments safe under concurrent Stripe webhooks, and led the website's Gatsby to Next.js cutover with zero lost URLs.
- **Delivery:** run AI coding agents behind a cross-model review gate, with proof required on every PR.

iOS Specialist · Globo.com · Rio de Janeiro · Jan 2019 to Aug 2020

- iOS engineer on ge, Globo's sports app (news, video, match coverage) for a national audience.

Senior iOS Developer · Gigigo (Econocom Group) · São Paulo · 2018

- iOS engineer on the McDonald's Brazil app (offers, coupons, promotions).

iOS Developer · Itaú Unibanco · São Paulo · 2017

- iOS engineer on the Itaú retail banking app.

iOS Developer · Dafiti · São Paulo · Feb 2015 to Jul 2017

- iOS engineer on Dafiti's fashion e-commerce app.

iOS Developer · Apple Developer Academy / Mackenzie · Oct 2013 to Dec 2014

SKILLS

iOS: Swift, Swift 6 / Swift Concurrency (actors, Sendable), SwiftUI, UIKit, Objective-C, StoreKit, WidgetKit, watchOS, XCTest, dependency injection, modular architecture, Fastlane, CI/CD

Also shipped in production: TypeScript, Node.js, Next.js, React, Kotlin (Android), AWS Lambda, MySQL, Stripe

AI tooling: Claude Code, Codex, multi-agent workflows, AI code review

EDUCATION

B.Sc. Information Systems, Universidade Presbiteriana Mackenzie, 2014 · Apple Developer Academy, 2013 to 2014

Languages: Portuguese (native), English (professional)