

GUILHERME TEIXEIRA DE MELLO

Senior iOS Engineer

Swift · SwiftUI · Swift Concurrency · MVVM / Clean Architecture · AI / LLM Integration · CI/CD
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PROFILE

Senior iOS Engineer with 6+ years building, shipping, and modernising native iOS applications end-to-end. iOS engineer at EIDA Solutions, owning the full platform, architecture, API integration, testing, CI/CD, App Store releases, and production monitoring, at a 99%+ crash-free rate. Led modernisation from Objective-C/RxSwift/UIKit to Swift/SwiftUI with Combine and structured concurrency (async/await, actors), cutting new-feature lead time by ~50%. Ships production AI features powered by the Anthropic Claude API, and Apple's Foundation Models Framework, real-time food intelligence in FoodLens and trip optimisation in Jornada, and architects AI-augmented development workflows with Claude Code and OpenAI Codex using custom CLAUDE.md / AGENTS.md / SKILLS agent configurations. Completing a B.Sc. in Computer Science at ATU Donegal, Ireland.

TECHNICAL SKILLS

Languages & Frameworks: Swift, Objective-C, SwiftUI, UIKit, Combine, RxSwift, Foundation, Security framework

Concurrency & Networking: async/await, strict concurrency (Swift 6), actors, Sendable, structured concurrency, GCD, URLSession, Alamofire, REST APIs, Codable, pagination, retry/backoff

Architecture & Modularisation: MVVM, MVVM-Coordinator, Clean Architecture, SOLID, Dependency Injection, Protocol-Oriented Programming, Swift Package Manager (SPM) modularisation

AI & LLM Integration: Anthropic Claude API (production), Apple's Foundation Models Framework, Open Food Facts API, AI-augmented development (Claude Code, OpenAI Codex), agent orchestration (CLAUDE.md, AGENTS.md, SKILLS files)

Security & Auth: Keychain, Auth0 (OIDC/OAuth 2.0), certificate/SSL pinning, biometrics (LocalAuthentication), token/session lifecycle, data protection

Testing & Quality: XCTest, XCUITest, snapshot/UI testing, TDD, code review, SwiftLint

CI/CD & DevOps: Fastlane, GitHub Actions, Xcode Cloud, TestFlight, GitFlow

Data & Persistence: SQLite, GRDB, Core Data, SwiftData, CloudKit, offline-first architecture, background sync, caching

Observability: Firebase Crashlytics, Firebase Analytics, production defect triage

Other: Localisation (i18n), PDFTron, image/PDF processing, StoreKit 2, accessibility (VoiceOver, Dynamic Type), feature flagging (Firebase Remote Config), Apple HIG, Agile/Scrum, RevenueCat

PROFESSIONAL EXPERIENCE

Senior iOS Engineer August 2024 – Present

EIDA Solutions · Dublin, Ireland

iOS engineer responsible for end-to-end delivery of a native iOS application supporting complex construction workflows used by field engineers across multiple sites.

- Led iOS delivery within a cross-functional team (Android engineers, QA, and product), owning feature design, implementation, profiling and debugging, testing, CI/CD, and App Store releases at a 99%+ crash-free rate.
- Partnered with Android engineers and QA to ship consistent behaviour across platforms, aligning feature logic and validation rules on iOS and Android, and drove changes through structured code-review cycles.
- Led strategic modernisation: migrated the reactive layer from RxSwift to Combine, transitioned key UI flows from UIKit to SwiftUI, and adopted Swift Concurrency (async/await, actors) for asynchronous flows, reducing technical debt and cutting new-feature development time by ~50%.
- Architected and implemented secure authentication using Auth0 (OIDC/OAuth 2.0) with Keychain-backed token storage and session lifecycle management, achieving zero authentication-related production incidents.
- Built a REST API integration layer using URLSession and Alamofire with Codable parsing, pagination, exponential retry/backoff, and structured error handling, supporting all critical business workflows.
- Designed an offline-capable data layer using SQLite/GRDB with repository patterns, background sync queues, and conflict resolution, ensuring reliable performance in low-connectivity construction environments.
- Established CI/CD infrastructure: XCTest + XCUITest suites, SwiftLint enforcement, and automated pipelines using GitHub Actions, Fastlane, and Xcode Cloud with TestFlight delivery.
- Integrated Firebase Crashlytics and Analytics for production observability, enabling faster defect triage and data-driven stability improvements.

Selected Project: Slope Verification (2026)

- Delivered a complex “smart annotation” feature enabling engineers to place automated, position-aware annotations on construction drawings, replacing error-prone manual placement with algorithmically precise positioning.
- Implemented low-level image and PDF manipulation using the PDFTron SDK, ensuring sub-millimetre accuracy across heterogeneous document formats.
- Shipped 20% ahead of schedule by decomposing the problem into testable components, validating assumptions early, and iterating through structured feedback cycles.

iOS Developer (side projects) January 2022 – Present

GEM TechLabs AI · Part-time / own company

- Shipping native iOS applications end-to-end, from discovery and architecture through App Store release and post-launch iteration, using Swift, SwiftUI, Combine, and MVVM-Coordinator.
- Integrated the Anthropic Claude API into production consumer apps for real-time AI intelligence: barcode-driven food analysis with health scoring in FoodLens, and personalised trip optimisation in Jornada.
- Architected AI-augmented development workflows using Claude Code with custom project-level configurations (CLAUDE.md, AGENTS.md, SKILLS files) and OpenAI Codex, reducing boilerplate time while maintaining rigorous code-review standards.

iOS Developer & President of the Bidding Committee May 2021 – June 2023 · 2y 1m

Cabo Frio City Hall · Brazil

- Delivered internal iOS applications integrating municipal workflows across finance, healthcare, and social-assistance departments, translating complex government processes into intuitive mobile experiences.
- Implemented secure data-transfer and authentication mechanisms to protect sensitive citizen data during inter-departmental integration, ensuring compliance with data-protection regulations.

iOS Developer January 2020 – May 2021 · 1y 5m

MM Trade Group

- Developed and shipped two native iOS applications end-to-end using Swift and UIKit, owning the full development lifecycle from concept through App Store deployment.
- Implemented RESTful API integrations and ensured adherence to Apple’s Human Interface Guidelines across all interfaces.

PUBLISHED APPS

FoodLens: Know What You Eat, AI-Powered Food Intelligence · App Store

Native iOS app that scans product barcodes and delivers AI-powered health intelligence. Integrates the Open Food Facts API (3M+ products) with the Anthropic Claude API and Apple’s Foundation Models to generate personalised health scores (0–100), plain-language ingredient breakdowns, additive risk assessments based on EFSA/IARC research, and origin traceability analysis. Built with Swift, SwiftUI, Combine, Firebase, and RevenueCat. Multi-language (EN, PT, ES), premium subscriptions, privacy-first design.

EDUCATION

B.Sc. Computer Science - Atlantic Technological University - Donegal (ATU - Ireland) Expected 2027

Associate Degree in Computer Science - University of the People 2021

CERTIFICATIONS, LANGUAGES & OTHER

CS50: Introduction to Computer Science - Harvard / edX

Google Cybersecurity Professional Certificate - Google

Anthropic Claude courses - from Anthropic skill jar.

Member of Hacking with Swift + for more than four years.

Active member of the native iOS community - various speeches, including the next one on iOSDevUK (September 2026)

Invited to WWDC 25 at Apple Park

Wrote a book teaching native iOS development in Portuguese (PT-BR)

Languages: English - C2 (Fluent) · Portuguese - C2 (Native)