Angelo Perera

iOS DEVELOPER | SWIFT · UIKIT · SWIFTUI · MVVM

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GitHub: | LinkedIn
Available to work on-site, hybrid or fully remote

Profile

iOS Developer with over 4 years of freelance experience in the design, development, maintenance and distribution of native applications for the Apple ecosystem.
Specialized in Swift, SwiftUI, UIKit, Storyboard, Interface Builder, Auto Layout and MVVM architectures. Experience in REST API integration, data management with Core Data and Firebase, asynchronous programming, testing, debugging and app publishing through App Store Connect and TestFlight.
I attended the Apple Developer Academy at the University of Naples Federico II, strengthening my technical skills, problem-solving abilities and collaboration in multidisciplinary teams.
Focused on code quality, performance and user experience, I am motivated to contribute to the development of innovative and scalable digital products.

Technical Skills

Programming languages: Swift, Objective-C
Mobile platforms: iOS, iPadOS, watchOS, tvOS, visionOS, Android, Flutter
iOS development: SwiftUI, UIKit, Foundation, Storyboard, Interface Builder, Auto Layout, Xcode, iOS SDK
UI and frameworks: SwiftUI, UIKit, Flutter, iOS SDK, ARKit, RealityKit, Vision Framework, CoreMotion
Architecture: MVVM, Clean Architecture, reusable components, code modularization
Backend, data and persistence: Firebase Auth, Firestore, Realtime Database, Core Data, SQLite, Keychain
Concurrency and networking: Swift Concurrency (async/await), Grand Central Dispatch, URLSession, REST APIs, JSON
Quality and release: XCTest, unit/UI testing, Fastlane CI/CD, Git, App Store Connect, TestFlight, App Store distribution
Spatial computing, 3D and tools: LiDAR, Apple Vision Pro, spatial computing, Unity, Blender, Xcode, Android Studio
AI and Machine Learning: generative AI (image generation, open-source diffusion models), NLP, model evaluation
Working methodologies: Agile, Scrum, UI/UX, collaboration with development and design teams

Professional Experience

Freelance Software Developer - iOS, Mobile and Apple Platforms, Self-employed / Upwork / Fiverr

Remote / Naples, Italy, 2021 - Present

- Design, development and maintenance of native applications for iOS and other Apple platforms using Swift, SwiftUI and UIKit.
- Building responsive and reusable interfaces with SwiftUI, Storyboard, Interface Builder and Auto Layout.
- Implementation of MVVM architectures and modular components to improve code maintainability and organization.
- Integration of REST APIs and backend services with URLSession and Firebase.
- Data persistence management using Core Data, SQLite and Keychain.
- Use of Swift Concurrency (async/await) and GCD to handle asynchronous operations.
- Debugging, testing and performance optimization of applications.
- Management of the development and distribution lifecycle through Git, XCTest, TestFlight, Fastlane and App Store Connect.
- Collaboration with clients and multidisciplinary teams, from requirements gathering to feature delivery.

Technical Content Creator - Software, Apps, iOS and Swift, YouTube

Remote, 2021 - Present

- Created and grew two personal YouTube channels with over 100,000 combined subscribers, producing technical and app-focused content for a broad audience.

Software Developer and IT Support, UpLevel

Naples, Italy, 2026

- Supported internal digital workflows and the gym's management software, resolving issues related to the member app, devices and daily technical tasks, while keeping operational data accurate.
- Collaborated with staff and clients on digital processes, system access and technical troubleshooting in a dynamic service environment.

Selected Projects

V FIT : Fitness and Computer Vision
Development of a fitness application in SwiftUI integrating the Vision Framework for movement and posture analysis.
Propel : Accessibility and LiDAR
Development of a LiDAR-based assisted navigation application, designed to support blind and visually impaired people through real-time processing of the environment.
MTLab : Apple Vision Pro
Development of an immersive platform for visionOS using Swift and RealityKit, integrating over 140 custom 3D assets.
TennisLand : Multiplatform Application
Development of an interactive tennis experience for Apple devices, using Unity and CoreMotion, with integration across iPhone, Apple Watch and Apple TV.
StikAR : Augmented Reality and Creativity
Development of an iOS application with ARKit that lets users create images and place them virtually in real locations anywhere in the world, combining augmented reality, creativity and interaction with the environment.

EDUCATION

Apple Developer Academy - University of Naples Federico II

Naples, Italy, 2024 - 2026

Intensive two-year training and software development program for the Apple ecosystem, with hands-on experience in designing, building and presenting applications for various Apple platforms. Strengthened skills in Swift, SwiftUI, software architecture, UI/UX design, prototyping, testing and iterative development. Collaboration in multidisciplinary teams through Agile methodologies, design thinking, user research, Git and development lifecycle management, from product ideation to the delivery and presentation of working solutions.

Diploma in Computer Science - ISIS Antonio Serra, Naples

CERTIFICATIONS AND COURSES

- CS50: Introduction to Computer Science - **Harvard University (edX)**
-Python Certification
- JavaScript Certification
-iOS & Android Mobile Application Development — Online Certification

ADDITIONAL SKILLS

Android and Flutter: cross-platform mobile development with Flutter/Dart, Android app workflows, Android Studio, Firebase and REST API integration.
Python: scripting, automation, problem solving and basics for general-purpose application development.
Java and JavaScript: experience in object-oriented programming and application development, supported by computer science education and study on freeCodeCamp.
Unity, C# and Blender: interactive prototypes, multiplatform experiences, 3D asset workflows and immersive product concepts.

Languages

Italian: B2, Upper Intermediate | English: C1, Advanced | Spanish: A1, Basic