Caio Berkley

Senior iOS Developer | Swift & SwiftUI | Mobile Architect
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LinkedIn | Portfolio

Professional Summary

Senior iOS Developer and Mobile Architect with 10+ years of experience building and evolving production mobile applications across fintech, entertainment, B2B, and consumer platforms. Strong expertise in Swift, SwiftUI, UIKit, and Objective-C, with experience in modular architectures, reusable SDKs, offline-first applications, and cross-platform integrations. Contributed to large-scale products at Pinterest, Meta, and Live Nation / Ticketmaster, and delivered mobile solutions across banking and enterprise environments. Combines hands-on engineering with product ownership, technical architecture, and AI-native development workflows using Cursor, Claude, and GitHub Copilot.

Professional Experience

ACODE **Jan 2017 – Present**

Founder & Mobile Architect *Brazil / Remote*

- Founded and operate a mobile product studio helping startups and international clients turn ideas into production-ready digital products, from MVPs to scalable applications.
- Lead end-to-end product engineering across projects, owning technical architecture, mobile development, backend integrations, web components, release workflows, and technical direction.
- Partner directly with founders and stakeholders on product strategy, UX decisions, technical trade-offs, scalability, and execution from early concepts to production.
- Implement AI-native engineering workflows using Cursor as a harness for LLM agents, alongside Claude and GitHub Copilot, and apply Spec-Driven Development to accelerate implementation and improve consistency.

Live Nation Entertainment / Ticketmaster **Jan 2024 – Sep 2025**

Senior iOS Engineer *Remote*

- Developed and maintained features across Ticketmaster's Ignite and Presence iOS SDKs, supporting an ecosystem of 500+ partner applications and Ticketmaster / Live Nation experiences reaching 15M monthly users across 21 countries.
- Implemented and supported offline ticket validation for international partners, and refactored authentication flows to support multiple login methods and strengthen sensitive data handling, Apple Wallet integrations, and dynamic QR code functionality.
- Contributed to internal prototypes involving CMS-driven content, mobile analytics, and international ticketing data integrations.
- Maintained StoreKit and Apple In-App Purchase integrations in Ticketmaster partner applications, and supported SDK distribution through CocoaPods, Carthage, and Swift Package Manager.
- Supported partner engineering teams integrating SDKs into native iOS, React Native, and Flutter applications through technical guidance, troubleshooting, code reviews, and documentation.
- Improved engineering workflows through Jenkins CI/CD, release validation, and testing, leveraging Cursor and Claude for AI-assisted development.

Pinterest **Dec 2022 – Jan 2024**

Senior iOS Engineer *Remote*

- Contributed to the migration of Pinterest's iOS application from Objective-C to Swift, working in a fast-paced engineering team without a dedicated QA team.
- Worked extensively with Pinterest's proprietary in-house modular architecture, adapting modules to specific requirements while maintaining consistency and code quality.
- Proposed and introduced a new code review format to improve the engineering workflow and accelerate feature delivery across the team.
- Exceeded project delivery expectations by over 275completing approximately 15 tasks per sprint compared with the project average and contributing to increased development throughput.

Meta **Jan 2022 – Dec 2022**

Senior Mobile Engineer *Brazil*

- Rebuilt a mission-critical mobile application used by thousands of field agents, supporting essential workflows in low-connectivity environments.
- Redesigned the application architecture to improve scalability, maintainability, and long-term development efficiency.
- Modernized the UI layer by migrating UIKit interfaces to programmatic ViewCode and implemented resilient offline-capable workflows for unstable network conditions.

Earlier Mobile Engineering Experience **2015 – 2022**

iOS and Cross-Platform Development *Brazil*

AB InBev, Santander, Webmotors, PRG Rich Business Systems, Comexim, and Liceu Santista

- Developed features for BEES, AB InBev's global B2B e-commerce platform serving merchants across 11 countries; modernized Objective-C / UIKit modules to Swift and SwiftUI and implemented feature flags, localization, and MVI-based solutions.
- Delivered mobile banking capabilities across iOS (Objective-C, Swift, UIKit) and Android (Kotlin, Java) at Santander, primarily for the PJ segment. Implemented internal PIX and Financing modules used by Santander Empresas and Santander PF, and supported smaller Santander Way deliveries.
- Delivered an integrated video-call experience for Webmotors Cockpit in under one month, integrated an external credit validation API, and contributed to the Revendedor application.
- Refactored the Omeupredio iOS application in under three months using Swift 4.2 while maintaining Objective-C compatibility, and developed a white-label application through App Store submission.
- Built an internal application at Comexim for coffee export quality reports, eliminating third-party service dependencies and reducing related operational costs to zero. Also supported enterprise systems, hardware, reporting, and end users.

Technical Skills

iOS Development: Swift, SwiftUI, UIKit, Objective-C, Swift Concurrency, iOS SDK, Programmatic UI / ViewCode

Mobile and Cross-Platform: Kotlin, Java, React Native, Flutter, Native Modules, Mobile SDK Development, Offline-First Applications

Architecture and Engineering: Modular Architecture, MVVM, MVI, Clean Architecture, System Design, Reusable Components, Spec-Driven Development

APIs and Backend Integration: REST APIs, GraphQL, Firebase, Supabase, PostgreSQL, Backend Integration, Authentication

Testing, Quality and Performance: XCTest, XCUITest, Unit Testing, UI Testing, Crash Analysis, Performance Profiling, Xcode Instruments, Production Debugging

CI/CD and Release Engineering: Fastlane, Bitrise, Jenkins, GitHub Actions, App Store Connect, Release Validation, CocoaPods, Carthage, Swift Package Manager

AI and Agentic Engineering: Cursor, Claude, GitHub Copilot, LLM-Assisted Development, Agentic Coding Workflows

Education

FATEC Baixada Santista Rubens Lara

Technology Degree in Systems Analysis and Development 2015 – 2019

Certifications

- Hackatruck Apple Academy – Advanced Swift, Cloud and IoT
- EF SET English Certificate – C2 Proficient (78/100)

Languages

Portuguese: Native | English: Fluent