

Caio Berkley

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SUMMARY

- Senior Product Engineer and Mobile Architect with 10+ years of experience building and scaling mobile applications across startups, fintech, entertainment, and consumer platforms.
- Experience across companies such as Meta, Pinterest, and Live Nation / Ticketmaster, contributing to large-scale mobile ecosystems, modular architectures, SDKs, and performance-critical applications.
- Currently focused on product engineering and early-stage startups, partnering closely with founders to ship polished SwiftUI experiences using Swift Concurrency, LLM workflows, and scalable mobile architectures.

CURRENT PROJECTS

Roomo

Apr 2026 – Present

Founding iOS Product Engineer

- Building an AI-assisted house-sharing platform focused on compatibility matching and modern renter experiences for the Australian market.
- Owning the iOS product experience end-to-end, including onboarding, discovery, messaging, subscriptions, and map-based interactions.
- Partnering directly with founders on product strategy, UX decisions, technical architecture, and MVP execution using SwiftUI, Swift Concurrency, Supabase, and realtime systems.

Lollie Reviews

Sep 2025 – Present

Senior iOS Product Engineer

- Building a community-driven review app helping moms discover trusted product recommendations through social experiences.
- Developing onboarding, discovery, favorites, reviews, and engagement flows using SwiftUI and modern iOS architecture patterns.
- Collaborating on product direction, UX refinement, growth features, and scalable mobile foundations for an early-stage startup.

PROFESSIONAL EXPERIENCE

Founder & Mobile Architect

Jan 2017 – Present

ACODE (Remote)

- Founded a mobile product studio helping startups and international clients design, build, and launch production-ready applications.
- Led end-to-end mobile development across multiple products, owning architecture, feature delivery, backend integrations, release workflows, and technical direction.
- Shipped MVPs and scalable mobile platforms in fast-paced environments balancing iteration speed, product quality, and long-term maintainability.
- Implemented AI-native engineering workflows using Cursor, Claude, and GitHub Copilot to accelerate delivery and improve development consistency.

Senior iOS Engineer

Mar 2024 – Aug 2025

Live Nation Entertainment (Remote)

- Contributed to mobile experiences distributed across 50+ production applications used during high-traffic entertainment events.
- Improved reliability, API consistency, release stability, and debugging workflows using Xcode Instruments and crash monitoring tools.
- Helped maintain 99.8% crash-free sessions across large-scale mobile environments.

Senior iOS Engineer

Aug 2023 – Mar 2024

Pinterest (Remote)

- Contributed to a platform reaching over 619M monthly active users, supporting migration initiatives and improvements across the iOS ecosystem.

- Modernized Objective-C modules into Swift components, improving maintainability and development velocity.
- Worked in a high-ownership environment emphasizing rapid iteration, testing discipline, and engineering accountability.

Senior Mobile Engineer

Sep 2022 – Aug 2023

Meta (Remote)

- Rebuilt a mission-critical mobile application used by thousands of field agents operating in low-connectivity environments.
- Improved scalability and long-term maintainability through architectural redesign and UIKit ViewCode migration.
- Enhanced reliability with offline-capable workflows and resilient mobile experiences for unstable network conditions.

Earlier Mobile Engineering Roles

2015 – 2022

Santander, Ipiranga, Itaú, Natura, AB InBev

- Built and maintained high-volume applications across fintech, retail, loyalty, and enterprise domains.
- Delivered PIX payments at Santander, cashback and wallet features for KMV/Ipiranga, and gamified engagement flows for Natura campaigns.

TECHNICAL SKILLS

- **Mobile Development:** Swift, SwiftUI, UIKit, Objective-C, Kotlin
- **Architecture & Engineering:** MVVM, Clean Architecture, Modularization, Swift Concurrency, Spec-Driven Development
- **Backend & APIs:** REST APIs, GraphQL, Supabase, PostgreSQL, Realtime Systems
- **Testing & Quality:** XCTest, XCUITest, UI Testing, Crash Analysis, Performance Profiling
- **CI/CD & Tooling:** GitHub Actions, Bitrise, Fastlane, Jenkins, Firebase, CocoaPods, Swift Package Manager
- **AI-Tools:** Cursor, Claude, GitHub Copilot

EDUCATION

FATEC Baixada Santista Rubens Lara

2015 – 2019

B.Sc. in Analysis and Systems Development

CERTIFICATIONS

- Hackatruck Apple Academy – Swift, Cloud & IoT Advanced Certification
- EF SET English Certificate (C2 Proficient)