

Pedro Fernando Wiezel

Designer and Developer

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SUMMARY

Designer and developer with a Psychology degree, two apps on the App Store, and a Swift Student Challenge award. Seeking junior Product Designer or Associate Product Manager roles. My projects combine UX/UI design, AI-assisted SwiftUI development, and App Store release management. Apple Developer Academy PUCPR scholarship recipient.

ACHIEVEMENTS

Apple Swift Student Challenge 2026 Winner: selected by Apple for Cascade — featured in [MacMagazine](#)
TOEFL ITP — Perfect Score: 677/677, the maximum possible score (CEFR C1, 2024)

EDUCATION

Pontifical Catholic University of Paraná (PUCPR), Curitiba, PR

MBA in Digital Marketing, Technology, and AI | 2026 – 2027

Pontifical Catholic University of Paraná (PUCPR), Curitiba, PR

Associate Degree in Systems Analysis and Development — Academic Honors | 2023 – 2025

Federal University of Paraná (UFPR), Curitiba, PR

Bachelor of Science in Psychology | 2019 – 2025

EXPERIENCE

iOS Developer

2025 – 2026

Apple Developer Academy PUCPR — Scholarship Program

Curitiba, PR

- Built and shipped iOS apps in Swift and SwiftUI, owning features from concept to App Store release
- Worked in agile sprints: planning, stand-ups, retrospectives, peer code review, and Git version control

Scientific Translator and Reviewer (Portuguese–English)

2021 – 2024

Centro de Assessoria de Publicação Acadêmica — UFPR

Curitiba, PR

- Translated and revised scientific manuscripts from Portuguese into English for international publication

PROJECTS

Cascade (iPadOS) | *SwiftUI, RealityKit, Accelerate, Swift Charts*

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- Designed the UX/UI of an iPad simulator, separating interactive exploration from the Learn More content
- Built the simulation in SwiftUI and RealityKit with AI-assisted orbital math and shared-mesh rendering
- Implemented accessibility with VoiceOver and visual controls; localized the app into nine languages

EXIF.ER — Photo Renamer by Metadata (iOS) | *SwiftUI, PhotosUI*

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- Designed and shipped a photo-renaming app, from UX/UI and SwiftUI development to App Store launch
- Designed user flows for batch previews and retries; added automated tests for metadata and filename edge cases
- Managed release preparation and localization, and reviewed acquisition metrics in App Store Connect
- Defined a free-with-optional-tips monetization model for an occasional photo-backup task

Origo (iOS) | *SwiftUI, SwiftData, Google Maps SDK, AVFoundation*

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- Collaborated with designers and developers on an archaeological field-recording prototype in SwiftUI
- Implemented the camera user flow with accept/retake review; refined map controls and the existing UTM display

The Sartrean Knight (iOS) | *SwiftUI, Combine*

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- Built and published a branching interactive narrative in one week, localized in English and Portuguese

TECHNICAL SKILLS

UX/UI Design: Figma, interaction design, user flows, prototyping, accessibility, localization

Product Development: Feature scoping, release management, monetization, App Store Connect analytics

Development: Swift, SwiftUI, RealityKit, SwiftData, JavaScript, HTML/CSS

Workflow & Testing: Agile/Scrum, Git, Xcode, Swift Testing, regression testing, AI-assisted development

Languages: Portuguese (Native), English (Fluent), French (Basic)