Renato Ferrara

renato_ferrara@icloud.com | renatoferrara2000.github.io/PortfolioPage | github.com/RenatoFerrara

Education

Apple Developer Academy @Unina Federico II – Pier Program   June 2024 – Present

- Collaborated with a team to develop a user-friendly iOS app entirely in SwiftUI for an NGO focused on educating illiterate women worldwide, delivering an intuitive and accessible learning experience.
- Mentored new students in developing their first iOS app, providing guidance and support throughout the process.
- Wrote comprehensive code documentation using SwiftDocC for long-term usability and reference

Apple Developer Academy @Unina Federico II – First Year Program   Sept 2023 – June 2024

- Collaborated in various teams to develop iOS applications, contributing to all phases from design to deployment, ensuring high-quality code and optimal performance
- Developed skills in iOS development frameworks, human interface design principles, and agile project management methodologies
- Emphasized creativity, collaboration, and innovation

Università degli studi di Napoli Federico II – Bachelor Degree in Software Engineering   Nov 2024

- Gained a solid foundation in computer science, algorithms, data structures, and software engineering principles
- Completed coursework in object-oriented programming, web development, databases, and operating systems
- Developed academic projects using Java, SQL, and C++, emphasizing problem-solving and software architecture

Projects

Cast of the Dice   apps.apple.com/CastOfTheDice

- Swift Student Challenge 2024 winner
- Developed an accessible dice roller for users with impairments, leveraging machine learning to enhance usability and accessibility
- Built entirely with SwiftUI, utilizing the latest features of the Speech framework

Slideshow Karaoke   apps.apple.com/SlideshowKaraoke

- Collaborated in a team to develop and launch a mobile app on the App Store
- Implemented data storage solutions using SwiftData
- Managed app deployment, including App Store submission, review processes, and release

rWeather   github.com/rWeather

- Built a location-aware weather application integrating OpenWeatherMap API with CoreLocation services
- Implemented Swift concurrency patterns for smooth, lag-free user experience and asynchronous data handling
- Designed with comprehensive accessibility features and VoiceOver support following MVVM architecture

Skills

Programming Languages: Swift, Java, SQL, C/C++
Development Tools: Xcode, Git, GitHub, Jira
Design Patterns: MVC, MVVM, Singleton
Development Methodologies: Agile (Scrum framework)
Languages: English (C1), Italian (Native)
Other Skills: Accessibility, Auto Layout, User Testing, Debugging, App Store Deployment