João Pozzobon

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Computer Science student at Georgia Tech and builder. Previously, I interned as a Software Engineer at Suno, focused on building smooth and innovative user experiences for the next generation of music making.

Education

Georgia Institute of Technology, BS in Computer Science — Aug 2024 – May 2028

- **Organizations:** GT iOS Club, Brazilian Student Association
- **Coursework:** Data structures and algorithms, Objects and Design

Experience

Software Engineer Intern, Suno – New York, NY — Sep 2025 – Dec 2025

- Working on the platform that is revolutionizing music with generative AI
- Implemented iOS 26 and Liquid Glass design features throughout the whole app
- Introduced an optimization that reduced SwiftUI view body updates by **70%**
- Shipped Model Previews, a feature that increases conversions from free users by **30%**
- Shipped an updated, dynamic paywall infrastructure that increased conversions by **50%** during Black Friday

Software Engineer Intern, Whop – Brooklyn, NY — May 2025 – Aug 2025

- Worked on the core iOS app, improving the user experience while keeping a clean and tasteful interface
- Executed two major migrations: a full app redesign and a large-scale database migration
- Implemented next-gen multi-PSP payouts and shipped a product page experiment that increased conversions by **18%**

Software Engineer, Cindori – Stockholm, Sweden (remote) — Nov 2021 – Nov 2023

- Worked on the design and development of components for the editor interface of Backdrop – an app for macOS that allows users to create and display custom animated wallpapers for their Mac desktop
- Created seven successful development articles for the developer blog, alongside open-source code libraries
- Used SwiftUI, AppKit and Metal

Project Lead Developer, Reincubate – London, England (remote) — Apr 2022 – Dec 2022

- Spearheaded an internal project leveraging SwiftUI and low-level Networking APIs on watchOS for Camo
- Designed and built a functional and intuitive remote interface prototype to control a macOS app from an Apple Watch
- Used SwiftUI, WatchKit and Multipeer Connectivity

Awards

Apple Swift Student Challenge — 2020 and 2021

- In 2020, I made a game that creatively leveraged innovative control mechanics using the Force Touch sensors and the Taptic Engine of the Mac's Magic Trackpad
- In 2021, I built a playful and interactive playground designed to help teach children concepts of set theory in math
- Earning an Apple scholarship improved my networking and English skills and set me up for my future internships and endeavors in app development

WWDC Community Week Hackathon — 2022 winner, 2021 runner-up

- In 2022, I designed and built FindMe, a live geographical guessing game with the new Look Around and SharePlay APIs as the winning submission
- Done in partnership with two friends in the US and Australia
- All done in 24 hours while managing timezone differences

Projects

pushr https://pushr.joogps.com

- Smart and sleek workout app for iOS with an automatic sensor for push-ups using facial recognition
- Over 5 million push-ups counted globally; featured in 9to5Mac; over 5 digits in sales
- Tools Used: SwiftUI, SwiftData, ARKit, Express.js, MongoDB

SantaCalls https://apple.co/4fcdP8g

- An iOS app that uses OpenAI's Realtime Voice API to let kids talk to Santa Claus
- Uses function calling to intelligently build a wish list for parents
- Tools Used: SwiftUI, SwiftData, OpenAI APIs

Dusk for Vision Pro https://dusk.joogps.com

- Built an innovative app for the Apple Vision Pro that offers a better Twitter experience using SwiftUI
- Completely coded over a single weekend by reverse-engineering Twitter's web interface
- Featured in 9to5Mac; over 4 digits in sales
- Tools Used: SwiftUI, WebKit

Magic https://magic.joogps.com

- A Mac app that uses SwiftUI and AppKit to turn trackpads into touch-based digital drawing tablets
- On-device AI generation capabilities with Stable Diffusion
- Designed for an engaging and fun User Interface
- Featured in 9to5Mac; has garnered over 50,000 downloads since release
- Tools Used: SwiftUI, AppKit, CoreML

Glur https://github.com/joogps/glur

- Made an open-source Swift library that provides an API to easily add a progressive blur effect to views
- Has over 1.9k stars on GitHub; built using Metal shaders with the new SwiftUI shaders API
- Tools Used: SwiftUI, Metal

Skills

Languages: Swift, Java, C, Objective-C, Metal, SQL, JavaScript, and Python

Technologies: SwiftUI, Combine, SwiftData, GRDB, GraphQL, Xcode, AppKit, UIKit, Sketch and Figma

Other interests: Open-source software, architecture, popular culture, weight lifting, urban planning, and transportation