

João Franco

Student Researcher based in Portugal

✉ joao.p.franco.003@gmail.com | 📍 Portugal
🌐 joaofranco.me | 🐙 github.com/JoaoFranco03 | 🔗 linkedin.com/in/joão-franco-452161195

Summary

iOS Developer and Master's student in Mobile Computing – Computer Engineering. Passionate about building intuitive, accessible apps for Apple's platforms with Swift and SwiftUI.

Experience

Invited Assistant Professor

Department of Computer Engineering – ESTG, Polytechnic University of Leiria

📅 2025–Present

- Teach undergraduate Computer Engineering students in Graphic Systems and Interaction, covering UI/UX design, digital prototyping, 3D modelling, and interactive 3D applications

Student Researcher

CIIIC, Polytechnic University of Leiria

📅 2024–Present

- Applied research in mobile computing and human-computer interaction focused on accessibility systems using spatial audio and immersive technologies on visionOS

Internship

Host Hotel Systems

📅 2021

- Contributed to product development by designing and implementing features using React

Education

Master in Computer Engineering (Mobile Computing)

Polytechnic University of Leiria

📅 2024–Present

Bachelor in Computer Engineering

Polytechnic University of Leiria

📅 2021–2024

Technical Course in Management and Programming of Computer Systems

Escola Secundária de Peniche

📅 2018–2021

Projects

Haven: Setup Codes

📅 2026 🌐 <https://apps.apple.com/app/haven-setup-codes/id6760440926>

- Designed, built, and published a multiplatform app for iOS, iPadOS, macOS, and watchOS for smart home setup codes and device documentation
- Engineered iCloud synchronization, HomeKit integration, and an intuitive user experience following Apple's Human Interface Guidelines
- Achieved 1.18K+ downloads and a 4.9-star App Store rating

Pommy: Focus Timer

📅 2025 🌐 <https://github.com/JoaoFranco03/Pommy>

- Designed, built, and published Pommy, a focus timer app for deep work with iCloud sync and cross-device continuity

Gestos

📅 2025 🌐 <https://github.com/JoaoFranco03/Gestos>

- Built an ASL learning app with Swift, SwiftUI, hand tracking, and interactive 3D hand models, earning recognition as a 2025 Swift Student Challenge Distinguished Winner.

Skills

Apple Frameworks

Swift SwiftUI UIKit SwiftData

Vision CoreML CloudKit

RealityKit Xcode App Store Connect

Accessibility & UX

Accessible Design UI/UX Design

Human Interface Guidelines

Prototyping

Methods & Tools

Scrum Kanban Git LaTeX

Blender Figma

Awards



Swift Student Challenge Winner (Apple)

Selected by Apple as one of Apple's Swift Student Challenge winners for work built with Swift, SwiftUI, and Foundation Models



Swift Student Challenge Distinguished Winner (Apple)

Selected by Apple as one of 50 Distinguished Winners worldwide for work built with Swift, SwiftUI, and CoreML

Publications

A systematic review of assistive technologies for blind and low-vision viewers of broadcasting sports

🌐 DOI: 10.1016/j.chbr.2026.101128

Computers in Human Behavior Reports

Augmented Furniture: Enhancing Online Shopping with AR and 3D Visualization

🌐 DOI: 10.1109/ICGI64003.2024.10923760

International Conference on Graphics and Interaction

Conferences

WWDC26 & WWDC25, Apple Park

Attended Apple's Worldwide Developers Conference through Swift Student Challenge recognition.

ICGI 2024

Presented a peer-reviewed IEEE conference paper on augmented furniture and 3D visualization.

Languages

Portuguese

Native ●●●●●

English

C1 Advanced ●●●●●