Thiago Komeno

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Education

Tokyo University of Foreign Studies | *B.A. Language and Area Studies* Expected Mar 2028

Fully funded Japanese Government (MEXT) Scholarship - embassy recommendation.

École 42 Tokyo / São Paulo | *Software Engineering Program* 2022 – 2025

Completed the Common Core through projects covering C/C++, object-oriented programming, algorithms, data structures, Unix, concurrency, graphics, HTTP and TCP/IP networking, and web development.

Software Engineering Experience

LY Corporation (LINE) | *Part-time iOS Software Engineer Intern* Aug – Sep 2026

- Updated the "Download All" buttons in sticker and emoji settings using Swift and UIKit as part of LINE's Liquid Glass redesign. Fixed misaligned toggles in the language settings for sticker suggestions in chats.
- Prototyped migrating the purchase-history footer for LINE's in-app currency from UIKit to SwiftUI, using UIHostingController to embed the new view in the existing screen.
- Collaborated with designers and engineers in English and Japanese to agree on the final settings design and shipped the updates in LINE, a messaging platform with **100M** monthly active users in Japan.

Sansan, Inc. | *Part-time iOS Software Engineer Intern* Aug – Sep 2026

- Implemented and evaluated a proof of concept for on-device contact search with Japanese natural-language queries using Foundation Models and MeCab, a Japanese morphological analyzer. Documented it for internal use and further development; presented findings that **helped the team choose its approach to on-device AI**.
- Updated Eight's Premium trial reminders from every 30 days to at most once per calendar day using TipKit, with time-zone tests in Swift Testing. Removed the WebView toolbar to expand the Premium landing page; documented scope, acceptance criteria, and implementation plans for both changes.
- Shipped both UI updates in Eight, a business card and contact management app with **4.5M+** users, to encourage upgrades to its paid Premium plan.

MIXI, Inc. | *iOS Software Engineer Intern* Jan – Apr 2026

- Implemented country-based access for FamilyAlbum's AI-assisted photo selection, initially limited to Japan and the U.S. Used a TTL cache to avoid repeated location requests and Swift Testing to cover supported countries, unsupported countries, and unavailable country data.
- Migrated PanModal-based sheets to native iOS presentations for iOS 26 compatibility, adapting their sizing for scrollable content. Recorded before-and-after videos so QA could compare layout and behavior.
- Shipped both changes in FamilyAlbum's iOS app, a family photo-sharing service with **30M+** registered users worldwide.

Selected Projects

Jiichan's Diary | ***Apple Swift Student Challenge Winner****, one of 350 worldwide* 2026

- Built an offline SwiftUI app playground with Dynamic Type and Reduce Motion support to help Japanese Brazilians reconnect with their heritage. Researched immigrants' accounts at Yokohama's Japanese Overseas Migration Museum to develop an immersive story inspired by my grandfather's diaries.
- Hand-drew scenes in Procreate and built interactions showing how Japanese characters evolved into modern forms, helping users learn about language evolution and immigration history.

FocusHear | ***1st place****, SDGs to Startups Hackathon* 2026

- Co-developed a React and TypeScript web prototype for users with hearing loss in 48 hours with three teammates. Integrated YAMNet to detect sirens and alarms on-device and show visual alerts.
- Invited to the Build with OpenAI hackathon, where FocusHear was selected as one of the **top 10 projects**.

Leadership and Recognition

- Invited speaker, **iPlayground 2026**, Taipei: presented "How to Win the Swift Student Challenge".
- Selected for the first cohort of **Google Japan AI Student Ambassadors** (Aug 2025 – Feb 2026).
- Selected by École 42 Tokyo to evaluate code and supervise exams across three admissions cycles.
- Wrote Swift, C/C++ and algorithm tutorials; riceset.com received **3,000 Google Search clicks** over 12 months.
- MIXI Award, try! Swift Tokyo Hackathon (2026); 2nd place, 42 Asia 24-Hour Hackathon (2024).

Skills and Languages

Programming and web: Swift, C/C++, TypeScript/JavaScript, Python, Ruby, Go, Lua, SQL, Shell, HTML5, CSS.
Apple and systems: SwiftUI, UIKit, SwiftData, Swift Concurrency, Combine, MapKit, Codable, Swift Testing, XCTest, TipKit, Metal, Foundation Models, Image Playground, iOS accessibility (Dynamic Type, Reduce Motion), POSIX threads.
Web, AI, and cloud: React, YAMNet, Ruby on Rails, Flask, Django, REST APIs, SQLite, Nginx, Firebase, AWS.
Tools: Xcode, LLDB, Valgrind, TestFlight, SwiftPM, Make, Docker, Git, GitHub Actions, CI/CD, Claude Code, Vim, Figma.
Languages: Japanese (JLPT N1), English (TOEIC 955), Portuguese (native), Spanish (C1), Mandarin (B1).