

Lucas Longo

Cupertino, CA

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Instructional designer / learning experience designer for AI-assisted developer education

EXPERIENCE

Apple

Jun 2025–present

Instructional Designer, Education · Cupertino, CA

- Build resources for developers to learn app development fundamentals through best practices on Apple platforms.
- Contribute to Develop in Swift Tutorials: step-by-step, learner-tested paths for Swift and SwiftUI.
- Teach Meet with Apple sessions: *Code-along: Start building with Swift and SwiftUI* (Nov 2025, with Leah Womelsdorf); *Get ready for the Swift Student Challenge* (Jan 2026); *Code-along: Experiment with coding intelligence in Xcode 26* (Feb 2026, with Jerome Bouvard).

LinkedIn Learning

2016–Jun 2025

Content Producer / Instructor · Carpinteria, CA / hybrid

- Produced English-library courses end-to-end — instructional design, production, and SME scaffolding — bilingual EN/PT, at LinkedIn Learning scale.
- Instructed on camera for the Brazilian Portuguese library: *Noções Básicas do Microsoft Azure AI* (generative AI, NLP, computer vision); *Desenvolvimento de Aplicativos iOS: Formação Básica*; *HTML: Formação Básica*; and the Q&A series *Lucas Longo responde...* on programming careers and entrepreneurship.
- Built a Portuguese learning path for people entering software development (2021).

EDUCATION

M.A., Learning, Design and Technology — Stanford University

2016

Course publication platforms, lesson planning, and curriculum construction tools; scaffolding experts into teachers.

M.P.S., Interactive Telecommunications (ITP) — NYU Tisch School of the Arts

2008

B.S., Industrial and Management Engineering — Rensselaer Polytechnic Institute

1997

Minors: Human Factors, Electronic Arts. Certificate in video production, NYU Tisch.

SKILLS

Instructional design, learning experience design, developer education, curriculum design, generative AI / AI literacy, Swift, SwiftUI, Xcode, technical writing, video instruction, bilingual EN/PT.

EXPERIENCE

Interactive Arts Institute (iai?)

2009–2016

Founder · São Paulo

- Ran a school and software house for mobile development, design, and programming for kids.
- Designed curricula and taught iOS, Android, Swift, Arduino, Processing, and game design; trained teachers.
- 5,000 students, 30 apps, 20 clients.

SELECTED LEARNING PRODUCTS

- **Develop in Swift Tutorials** (contributor, Apple) — step-by-step, learner-tested paths for app development on Apple platforms.
- **Meet with Apple code-alongs** — Swift/SwiftUI, Xcode coding intelligence, Swift Student Challenge.
- **Azure AI fundamentals**, PT-BR (LinkedIn Learning) — generative AI, NLP, and computer vision.
- **iOS and HTML fundamentals**, PT-BR (LinkedIn Learning).
- **SuperGenerational** (Stanford LDT master's project with Alex Barker) — video platform connecting students with seniors as a feedback audience. Stanford News, 2016.
- **Pocket Learning** (NYU ITP thesis) — student mobile app and teacher publication tool.
- **GraphLearner** — iPad app for 8th graders learning graphs (github.com/longol/GraphLearner).