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Summary

With 10 years of experience in mobile technologies, I am dedicated to continuously improving my knowledge and staying abreast of the latest developments in the mobile world.

Specializing in Android, I have recently expanded my expertise to include iOS. Additionally, I possess proficiency in other programming languages, having utilized React Native and Flutter for mobile app development, as well as Kotlin Server and Node.js for backend development.

Currently, my focus is on maintaining and enhancing projects in my current role, while also managing a personal project that I made from scratch to manage features for my wedding, and published both Android and iOS apps in the stores, working with the api that I'm made using NodeJS.

One of my proudest achievements is the Zee.Now app, where I initiated development and continue to drive its evolution. With over 500,000 downloads, the app serves numerous cities in Brazil.

Experience

Android and iOS Engineer

Jobsity

Sep 2022 - Present (1 year 11 months)

Worked on an invitation-maker app with over a million users for Evite, enhancing both Android and iOS versions. Collaborated with cross-functional teams to deliver a user-friendly, reliable product.

Mobile Technologies: Android (Java, Kotlin), iOS (Swift)

Highlights of the project:

- Native mobile app development for Android (Java, Kotlin) and iOS (Swift) using SwiftUI.
- Implementing best practices such as MVVM architecture, using Clean Architecture and SOLID principles for maintainable code, enhancing app performance and scalability.
- Implementing Dependency Injection using Koin for improved testability and modularity.
- Utilizing Kotlin Coroutines, RxJava, and LiveData for efficient asynchronous programming.
- Conducted thorough unit testing and debugging using tools like JUnit, Espresso, and MockK for Android, and XCTest for iOS.
- Used Retrofit for efficient HTTP calls using REST APIs.
- Implemented data persistence using Room Database, SharedPreferences, and DataStores for Android and CoreData and UserDefaults for iOS.
- Active participation in agile scrum meetings for timely project delivery.
- Reviewing and refining peers' code to ensure quality and maintainability.
- Leveraged CI/CD pipelines with CircleCI for efficient deployment.

Played a key role in ensuring the app's high performance and reliability, contributing significantly to user satisfaction.

Skills: Android · Kotlin · Java · iOS · Swift · SwiftUI · Kotlin Coroutines · RxJava · MVVM · Dependency Injection · Continuous Integration and Continuous Delivery (CI/CD) · Unit Testing · Scrum · REST APIs · Agile Methodologies · Mobile Application Development · Git · JUnit · Android Espresso · Mockk · Clean Code · SOLID



Owner and Software Developer

AFPC Tech Solutions

Feb 2020 - Present (4 years 6 months)

Developed Dream Party, an app for managing wedding events, demonstrating full-stack capabilities.

Mobile Technologies: Android (Kotlin), iOS (Swift)

Highlights of the project:

- Native mobile app development for Android (Kotlin) and iOS (Swift) using Jetpack Compose and SwiftUI.
- Implementing best practices such as MVVM architecture, using Clean Architecture and SOLID principles for maintainable code, enhancing app performance and scalability.
- Implementing Dependency Injection using Koin for improved testability and modularity.
- Utilizing Kotlin Coroutines, LiveData, and StateFlows for efficient asynchronous programming.
- Used Retrofit (Android) and Alamofire (iOS) for efficient HTTP calls using REST APIs.
- Implemented data persistence using Room Database, SharedPreferences, and DataStores for Android and CoreData and UserDefaults for iOS.
- Server setup on AWS for scalability.
- Database modeling with PostgreSQL.
- UI/UX design using Figma.
- API development with Node.js.

Dream Party, though exclusive to personal use, showcases my ability to manage a project from conception to deployment, with a focus on clean architecture and efficient code.

Skills: Android · Kotlin · iOS · Swift · Node Js · Android Jetpack Compose · Kotlin Coroutines · MVVM · PostgreSQL · Dependency Injection · Retrofit · Room Database · Clean Code · SOLID



Android Engineer Consultant

Zee.Dog

Feb 2019 - Present (5 years 6 months)

Engineered and developed Zee.Now, a delivery app for pet products, primarily using Java and Kotlin.

Mobile Technologies: Android (Java, Kotlin)

Highlights of the project:

- Native mobile app development for Android (Kotlin) using Jetpack Compose.
- Implementing best practices such as MVVM architecture, using Clean Architecture and SOLID principles for maintainable code, enhancing app performance and scalability.
- Implementing Dependency Injection using Koin and Hilt for improved testability and modularity.
- Utilizing Kotlin Coroutines, LiveData, and StateFlows for efficient asynchronous programming.
- Developed CI/CD pipelines with Bitrise and GitHub Actions.

- Modularization and componentization for scalable architecture.
- Integration with external APIs (Firebase, OneSignal, Salesforce, Branch).
- Conducting thorough unit testing and debugging using tools like JUnit, Espresso, and MockK for Android.
- Used Retrofit for efficient HTTP calls using REST APIs.
- Implemented data persistence using Room Database, SharedPreferences, and DataStores.
- Contributed to the iOS app using Swift.
- Created modules in Flutter to work seamlessly with the native project.

Consistently delivered high-quality, maintainable code that significantly improved app performance and user satisfaction.

Skills: Android · Kotlin · Kotlin Coroutines · Java · Room Database · REST APIs · iOS · Swift · MVVM · Dependency Injection · Unit Testing · Continuous Integration and Continuous Delivery (CI/CD) · Git · Clean Code · SOLID · JUnit · Android Espresso



Android Engineer Consultant

number8

Dec 2021 - Sep 2022 (10 months)

Worked on a kitchen service project for QSR Automations, enhancing communication between front desk and kitchen.

Mobile Technologies: Android (Java, Kotlin)

Highlights of the project:

- Full support and feature development for the Android app using Java and Kotlin.
- Managing socket communications with WebSocket.
- Implemented data persistence using Room Database, SharedPreferences, and DataStores.
- Collaborating with cross-functional teams for product delivery.
- Conducting unit testing and debugging processes to maintain high product quality.
- Participating in agile scrum meetings to ensure timely project milestones.

My role focused on the Android app, where I provided full support, developed new features, resolved bugs, and implemented various improvements.

Skills: Android · Java · Kotlin · REST APIs · WebSocket · Git · Room Database



Android Developer

Fulllab

Dec 2017 - Feb 2019 (1 year 3 months)

Developed business client mobile apps using Java and React Native.

Mobile Technologies: Android (Java), React Native (JavaScript)

Highlights of the project:

- Utilizing RxJava for efficient asynchronous programming.
- Used Volley for efficient HTTP calls using REST APIs.
- Implemented data persistence using Room Database, and SharedPreferences.

- Worked within Scrum framework to ensure efficient project delivery.
- Created reusable components and followed material design patterns for a cohesive UI.

Delivered high-quality, user-friendly mobile applications that met client requirements and exceeded user expectations.

Skills: Android · Java · Kotlin · REST APIs · React Native · RxJava · Room Database · Git · Scrum · Agile Methodologies



Android Engineer

Companhia Municipal de Limpeza Urbana - COMLURB

Aug 2015 - Dec 2017 (2 years 5 months)

Engineered mobile apps using Java.

Mobile Technologies: Android (Java)

Highlights of the project:

- Created robust applications for various business needs.
- Used Volley for efficient HTTP calls using REST APIs.
- Implemented data persistence using Room Database, and SharedPreferences.
- API development with PHP.

Developed versatile applications that streamlined business processes and improved efficiency.

Skills: Android · Java · REST APIs

Android Developer

Fundacao Coppetec

Jun 2014 - Aug 2015 (1 year 3 months)

Developed Android apps for business clients using Java.

Mobile Technologies: Android (Java)

Highlights of the project:

- Created robust applications for various business needs.
- Used Volley for efficient HTTP calls using REST APIs.

Delivered reliable and maintainable applications that enhanced business operations.

Skills: Android · Java · REST APIs



Web Developer

Gazeus Games

Mar 2012 - Mar 2014 (2 years 1 month)

Developed company websites using Java and Spring Framework.

Highlights of the project:

- Leveraged Java and Spring Framework for robust web development.

Contributed to the development of dynamic and interactive company websites.

Skills: Java web applications · Spring Framework

Technical Support Agent

Jan 2011 - Mar 2012 (1 year 3 months)

- Provided technical support in a computer lab.
- Assisted users with technical issues and maintained computer lab equipment.
- Ensured smooth operation of the computer lab, enhancing user experience.

Education



Federal University of Rio de Janeiro

Bachelor's Degree in Computer Science, Computer Science

2010 - 2015

Skills

Android · Kotlin · Android Jetpack Compose · Kotlin Coroutines · Java · iOS · Swift (Programming Language) · SwiftUI · Dependency Injection · Model-view-viewmodel (MVVM)