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Summary

I've been working with Android development for over four years, focusing on Kotlin and Java as the main programming languages. I'm a Flutter enthusiast with an application published on PlayStore.

Worked on several projects, including social media, food delivery, real estate, fintech, e-commerce, and transportation. Those experiences gave me enough knowledge of different sectors of industry.

I finished a Bachelor's Degree in Information Systems in June 2018. While in college, I also finished the Android Developer Nanodegree from Udacity. In this course, they introduced me to the best practices of Android and the new Jetpack Architecture Components.

It's important for me sharing knowledge at every opportunity that I have. I'd started to give talks, write articles, and mentor other developers. I hope to continue it and contribute to the community more and more.

Experience



Software Engineer

Glovo

Mar 2022 - Present (1 year 2 months)

Built a whole new experience for couriers to schedule hours to work. Starting from the definition of the contracts with the backend, tracking/analytics, until the implementation on the Android side.

I became the main point of contact in my team is to onboard other engineers about our mobile features.



Android Developer

SQLI

Sep 2021 - Mar 2022 (7 months)

Responsible for refactoring and improvements in a code from 2015 to the new technologies



Android Developer

PicPay

Oct 2020 - Aug 2021 (11 months)

Created a Biometric validation to protect user access and recovery of their accounts. There were more than 50+ million users at the time, and my team was responsible for covering security issues on the Android side.



Developer

Hotmart

Aug 2019 - Oct 2020 (1 year 3 months)

Responsible for changing the entire flow of consuming and posting media on an app with more than 500k users. Together with another engineer, we built it using Exoplayer, Room, and WorkManager. It enabled the users to download media and consume them offline.
I was involved in the Chromecast implementation for our video player.



Android Developer

Usemobile

Sep 2018 - Aug 2019 (1 year)

Delivering applications from scratch since day one. A total of three Android Apps were created from zero to PlayStore.



Information Technology Support Assistant

Synergia Consultoria Socioambiental

Jan 2017 - Aug 2018 (1 year 8 months)



Volunteer Researcher

CNPq

Jul 2016 - Jun 2017 (1 year)

Focused on the ontology field and its applications to real case scenarios



Programming class monitor

Ifes - Instituto Federal do Espírito Santo

Jul 2016 - Dec 2016 (6 months)

I mentored programming students for programming classes. I used some programming languages such as Python, Java, and C/C++.



Undergraduate Research Assistant

CNPq

Jan 2015 - Jan 2016 (1 year 1 month)

I worked with educational robotics using LEGO EV3 robots as a project to motivate other students and reduce evasion in our field.

We start using Java, but lately, we have changed to C/C++ to improve performance.

I participated in some competitions while doing it, and the most important one was the IEEE Latin American Robotics Competition. We finished in 3rd place among several other colleges.

Education



Udacity

Android Developer Nanodegree, Development of mobile applications

2018 - 2018

Started working with Jetpack Components while doing this specialization. Got contact with best practices for Android development and how to use the right tools to solve problems.



Ifes - Instituto Federal do Espírito Santo

Bachelor's degree, Information Technology

2014 - 2018

Licenses & Certifications



Android Developer Nanodegree



The Complete Android Kotlin Developer Course - Udemy Brasil



Aprenda Design Patterns com SOLID - Udemy Brasil



Application security - Alura

Honors & Awards



**3rd PLACE in category IEEE Standard Educational Kit (SEK) at LARC/CBR
(Competição Latino Americana e Brasileira de Robótica), IEEE SEK. - IEEE**

Nov 2015



4rd place in at TRUFES (Torneio de Robótica da UFES) - UFES

Sep 2015