

Daniel Melo

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Education

Brigham Young University-Idaho

Dec 2022

BS, Computer Software Engineering

Rexburg, ID

- GPA – 3.4

Work Experience

FamilySearch

May 2022 – September 2022

Software Engineer

Utah, USA

- Collaborated with backend team to rewrite a whole system to make it scalable and distributed using microservices and event-driven architecture. Technologies used: Spring Framework, AWS, Apache Cassandra, and Docker.
- Implemented Unit tests with at least 80% coverage.
- Leveraged CI/CD tools to automate test, build, and deploy processes.
- Actively participated in code reviews.

Coimexcon

Oct 2019 – May 2022

Mobile App Developer

Sao Paulo, Brazil

- Designed applications using modern architecture principles such as MVVM and MVP, complex navigation, and asynchronous operations with Flutter Framework.
- Took full responsibility and ownership over the whole software development lifecycle.
- Delivered 6 apps to Play Store and App Store.
- Fully integrated REST APIs and Firebase services with mobile applications.
- Implemented Unit tests, integration tests, and end-to-end tests with at least 80% coverage.
- Designed UI interface with highly reusable components.
- Collaborated with team to create and implement new features.

Freelance

Sep 2017 – Sep 2019

Mobile App Developer

Rio Grande do Norte, Brazil

- Created a Mobile App responsible for connecting hundreds of English students and teachers from all around the world. The app counted with a real time phone call feature using the Agora.io platform.
- Handled the implementation of an augmented reality feature on a React Native App using the Viro framework.

Technical Skills

- Java, Kotlin, Flutter, Dart, Python, Spring Boot, JavaScript, Node.js, MySql, Cassandra, Git, HTML, CSS, Android Studio, Firebase.