

Contact

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www.linkedin.com/in/bfpimentel
(LinkedIn)

Top Skills

Android Development

Kotlin

Java

Languages

Portuguese (Native or Bilingual)

English (Native or Bilingual)

Certifications

EF SET English Certificate 77/100
(C2 Proficient)

True North (8.5) - CEFR (C1 -
Proficient)

Honors-Awards

BEST OF THE YEAR 2019 -
Revelation

Bruno Pimentel

Android Software Engineer @ League | Native Mobile Development
Maringá, Paraná, Brazil

Summary

Bruno, passionate developer since my 12 years old and working professionally for more than four years.

My love in development is participating in technical decisions, discussing and brainstorming what are the best things for the project and the company that I am currently working in. And, also, I really like to automate processes for a better development experience.

I work mainly with Native Android development, with Kotlin, but I am able to learn really fast and adapt my knowledge to probably any tech stack. I have worked in a lot of products in software houses and some single-product companies, which I was able to understand different kinds of needs and priorities. I always try to keep updated with the latest libraries, architecture patterns and good testing practices.

Based in Brazil (BRT/GMT-3). Used to be working on EST hours.

Experience

League

Android Software Engineer

November 2021 - Present (1 year)

Toronto, Ontario, Canada

- Working in different cross-functional teams to build League's and their tenants' apps;
- Built and maintained the public SDK and its documentation for Rewards;
- Implemented stunning screens and animations using Jetpack Compose;
- Brainstormed and built the architecture for new features of the project;
- Maintained and added unit tests.

Cornershop by Uber

Android Software Engineer

May 2021 - November 2021 (7 months)

São Paulo, Brazil

- Worked with an international team to develop the Shoppers App;
- Refactored and maintained legacy code which improved code readability and ease of maintenance;
- Created the modular architecture for the features of the application;
- Introduced new libraries and good practices to the team.

Pixelwolf

Android Software Engineer

July 2020 - June 2021 (1 year)

Curitiba, Paraná, Brazil

- Created new workflow processes and maintained quality control measures on new and old projects;
- Mentored team members and brought modern testing processes to the team which carried Unit Test code coverage of legacy products to over 80%;
- Supervised the Android team for a key client project that ensured efficient deployments and high-quality code;
- Developed a bidirectional bridge for a Flutter application with native Android Kotlin code;
- Worked directly with the client to brainstorm and build the projects.

UDS Tecnologia

Mobile Software Engineer

November 2018 - July 2020 (1 year 9 months)

Maringá, Paraná, Brazil

- Developed numerous Android applications for a wide array of industries with Java and Kotlin;
- Created and maintained CI/CD pipelines for Kotlin applications that automated building, testing, and deployment of applications;
- Launched products with more than 95% of unit tests code coverage;
- Worked partially in projects and teams to develop native iOS and hybrid Flutter applications;
- Mentored and onboarded new developers and gave lectures on Kotlin to improve the team's knowledge base.

ACCION | Tecnologia e Inovação

Full Stack Software Engineer

May 2018 - November 2018 (7 months)

Maringá, Paraná, Brazil

- Designed a Java Android application, a Warehouse Management System, that automated processes for the clients and worked as a companion for ACCION's main product, an ERP;
 - Created the applications web-service in Java with Spring, and, the Oracle and PostgreSQL queries;
 - Participated in the business analysis and prototyping of the project.
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