

# Bruno Frigeri

WEB/MOBILE DEVELOPER

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## Profile

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*I'm Bruno, Web and Mobile Developer for the past 4 years, with focus on React, Next.js, React Native, GraphQL and Relay. Worked most of this time with startups, which gave me a lot of knowledge and courage to work on fast-paced and high pressure environments. Beyond that I considered myself a self and quick learner, passionate about travelling, reading and writing about technology.*

## Experience

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### Multicast

Remote

FRONT-END DEVELOPER

May 2019 - Jan 2020

- I worked for Multicast, a startup that had a solution for any control of freezers temperature, pressure or any related information.
- We used React as our framework to build a really nice User Interface, with Typescript and Redux.
- The job was a completely redesign of the UI. Following high standards and in a fast-paced environment.
- I could learn a lot with my only teammate, at the same time we had to delivery a Progressive Web App.

### Start Tech Solução em Tecnologia

Vitória, ES

MOBILE DEVELOPER

Aug 2019 - Oct 2019

- I was hired for a traffic sign company, to help them build side projects for the own company.
- I was responsible for an application for refund (for employees). The major idea was an simple application where the users would be able to request refunds for any activity for the company that cost in their own pocket.
- The app was legacy, so I had to keep up with the existent code base, improve and built features around that.
- Beyond that, I had to be the DRI for maintaining the back-end, to be consumed on the application and web.
- React Native was used for the Mobile App and Node with Express in the back-end.

### Paytime

Vitoria, ES

FRONT-END DEVELOPER

Oct 2019 - Jun 2020

- I was hired as a Front-End Developer to help them build solutions for a new company.
- This job required a lot of knowledge in HTML/CSS, because the entire website was built in this raw way.
- My main job here, was develop a Panel that was responsible for make the user more comfortable buying using his credit card in web.
- After the Panel, we start a private project, that was built in React for web and Nodejs (using Adonis).
- Besides that, I really need to develop a more UX based opinion, because at this time we didn't had a UX team for our solutions.

### Skilopay

Remote

MOBILE DEVELOPER

Jan 2020 - Sep 2020

- Skilopay was a group of investors that saw an idea to invest in a digital wallet. They created Skilopay to be a high scale Financial App.
- I was hired to work with them in a React Native app, that was basically walking the first steps, the first months of production.
- My biggest challenge was working with a startup environment for the first time, so I had to quickly understand how we could structure and delivery with quality
- For Skilopay, I had to understand a bit of Elixir that we'd used in the Backend.
- For client, where I was working, we used React-Native, GraphQL and Apollo Client.

## V1App

Remote

MOBILE DEVELOPER

Sep 2020 - Feb 2021

- Joined to work on a Uber-like application, named V1App, with more than 40k active users.
- I was able to start discussions over the code base readiness and improvements.
- The biggest challenge I face was towards improvements while in a fast-paced and bureaucratic environment.
- The App was built with React Native with Redux and ContextAPI. The understand of using maps was a need.

## Globalsys - Soluções em Tecnologia

Remote

MOBILE DEVELOPER

Feb 2020 - Aug 2021

- Worked as only engineer on client with a great project named "AutoMotorista", for truck drivers.
- As I was the only one, I could develop a really awesome structure in practice, following my view of the Clean Architecture in React Native.
- The whole project was really fast-paced and it was great to work with a structure-driven application for the first time.
- The App was built with React Native, ContextAPI and React-Query.

## Paytime

Vitória - ES

MOBILE DEVELOPER

Aug 2021 - Oct 2022

- I was hired to be the Head of Mobile Development for a Financial Company that was in a exponential growth.
- The application was delivered on Oct/2022 and it's already in production for clients of Paytime.
- The App are build entirely using React-Native, using the most new things regarding performance control, measurement and improve. Beyond that, we used Redux (Thunk), ContextAPI and React-Query
- Our team has a Mobile and UX focused designer, so knowledge and understanding of UI/UX were really important to guide our meetings.
- I could manage my first team, being part of business meetings. Going all the way from business/rules meetings to coding and engineers management.

## G2i

Remote

FRONT-END/MOBILE DEVELOPER

Contracts

- Joined a small community of developers, where we can have the access to great opportunities ahead and already vetted.
- I was vetted with a really awesome feedback of a "All-Star" design of the mobile application I had to built.
- I enter as a Mobile and Front-end Developer, using React-Native and React. But knowledge in Python, Node.js and GoLang was really important to learn in this journey.

## Contractor

Remote

MOBILE DEVELOPER

Nov 2021 - PRESENT

- Hired via G2i to be part of the Web3APP team.
- Initially responsible for implementation of features and bug fixes.
- Very soon, I took responsibility of Code Quality. Me and another team member started to working on build a Test Coverage Dashboard before the project launch. Our major idea with this Dashboard was bring up to Managers a really good sight on how our team is moving with Code Quality, and, bring to ourselves how we can improve our own code, and which parts of the code needed improvements.
- Worked with Code Readiness and Metrics.
- Responsible for E2E Tests and Improvements of Unit tests.
- Delivery among with the team one of the most promising Web3 platforms in the world.
- Worked with fast-paced and high pressure company, with more than 1 million users.

## Education

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### Federal University of Espirito Santo and UAM - Anhembi Morumbi

Vitória - ES

BACHELOR IN COMPUTER ENGINEER

Jan 2016 - Dec 2023

## Skills

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**Languages** Typescript, JavaScript, HTML, CSS, C, Golang, Java, C++, Haskell, Python  
**Libraries** React, Next.js, React Native, Relay, GraphQL, Apollo, Redux  
**DevOps** Git, AWS S3, CodeFlow, Buildkite, Github, Gitlab, Bitbucket, Azure

## Projects

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### Contractor

*Remote*

#### TEST COVERAGE DASHBOARD

*Mar 2022*

- Implementation of a Dashboard with Charts that could show our Managers our Code Quality x Time
- The development of this Dashboard, had the prospect to improve code testing and avoid errors in productions that could be avoided.
- We brainstorm a cool idea of having a leader-board that would highlight the best testers, to generate a healthy competition.

### Personal

*Remote*

#### MARKDOWN EDITOR

*PRESENT*

- As a developer, writer and creator I saw the need to create a Markdown Editor that would satisfy all my needs regarding creating blog posts.
- The initial idea was to implement an automatic way to create blog posts and push them to the Github repository.
- After a few days implementing this, I saw an opportunity to grow, creating a full MDX Editor with file management and possibility of full Github integration via Github Actions.