Eduardo Santos

Github **LinkedIn** **Portfolio**

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Portfolio: portfolio-edufelip.vercel.app
Based in: Rio de Janeiro - Brazil

Summary -

I am a software developer specializing in native Android app development and a Flutter enthusiast. I have experience working in diverse teams, collaborating with members from various fields, and achieving personal and professional success. I have consistently obtained excellent results and fostered a highly harmonious team environment.

Experience -

Android Developer - Hurb (Travel Agency)
Aug/2022 - Current

- Implemented the new home screen of the app, which incorporated a carousel of images similar to Instagram stories, showcasing travel destinations. This led to a significant increase of approximately **40%** in the conversion and sales of travel packages.
- Received recognition for my quick resolution of **Crashlytics** issues after each new version release, maintaining a bug-free user experience with an average of 99.98% reliability. This achievement was reached among a user base of over one million users.
- I played a part in migrating the app's authentication page to **Jetpack Compose**, creating a code structure that is highly suitable for the future implementation of a design system. This change greatly enhanced the overall architecture of the code.
- Assisted and mentored assistants and new developers during the project's onboarding process. Successfully mentoring these new team members, I explained deployment workflows, automation (CI/CD), automated testing, and business rules. As a result, they were able to engage in the development process and submit their first pull requests in less than a week.

Junior Android Developer - InChurch (Apps for churches - Whitelabels)
Dec/2021 - Aug/2022

- Contributed to managing apps for over 600 churches, extensively utilizing the Android **flavors** feature. Additionally, I utilized the Triplet tool for the mass deployment of updates to these apps.
- Played a key role in resolving performance issues and bug fixes, reducing build time by approximately **60%** and eliminating a significant amount of legacy code. This streamlined the project's maintainability.
- I built the user profile update flow, creating a completely dynamic screen progress that allowed product owners to modify the order of the profile update flow by simply updating a JSON file, without the need to update the app itself.
- I was also the main contributor to the children's module within the app. Developed entirely in **Compose**, this module enables the management of children's rooms within the church, including actions such as check-in, check-out, and QR code-based reservations. It also allows for the registration of guardians. As this module was sold separately, it increased the company's revenue by approximately 20%.

Skills -

- I have developed projects published on the PlayStore using both Java and Kotlin. You can see them in my portfolio: portfolio-edufelip.vercel.app
- Modularization, TDD, and Clean Architecture
- Jetpack Compose, RoomDB, SQLite, Navigation, Glance
- Hilt e Koin for dependency injection
- Coroutines, Retrofit, Apollo, RXJava, Kotlin Flow, LiveData
- MVVM, MVC, and MVP architectures
- Tests with JUnit, Mockito, Mockk, Espresso
- Android SDK, Git
- Firebase - Remote Config, RealTime DB, Auth