

EDUARDO FELIPE

SOFTWARE
DEVELOPER

PROFILE

Software developer specialized in developing native applications for android and Flutter enthusiastic. Passionated about technology and about finding new ways to improve my projects in order to always create beautiful and maintainable code.

CONTACT



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[Github](#)



[LinkedIn](#)



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[Portfolio](#)

PROFESSIONAL EXPERIENCE

Junior Android Developer - InChurch

Dec/2021 - Currently

- Collaborated with the development of features in Kotlin using clean architecture and following the design and product specifications. I also made use of the new Jetpack Compose in some of them.
- Managing applications for more than 600 churches using Android flavors.
- Auxiliated in solving performance problems in the app as well as solving bugs.
- Maintenance of the company's internal app in Flutter, as well as development of new features for it.

MY PROJECTS

Finn - [github](#) / [playstore](#)

Social media based on communities and posts.

- Developed in Java following the MVVM architecture and using LiveData
- Integration with Firebase Authentication (Facebook and Google authentication options)
- Dependency Injection with Dagger Hilt
- Using Retrofit to make API calls along with RxJava for asynchronous data processing

AmazingNote - [github](#) / [playstore](#)

Note taking application

- Developed in Kotlin and using the MVVM architecture, as well as using LiveData.
- Using RoomDB to store the notes locally as well as coroutines to perform the database operations asynchronously
- Dependency Injection with Hilt, which was fundamental in the tests constructions
- Following TDD practices. I used JUnit4, Mockito, and Espresso to build Unit, Integration, and UI tests

EDUCATIONAL HISTORY

Federal Rural University of Rio de Janeiro

Bachelor of Computer Science (Finishing date: Jun/2023)

LANGUAGES

- Portuguese
- English
- Spanish
- German (B1)