Eduardo Santos

[Github] [LinkedIn] [Portfolio]

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Portfolio: http://portfolio-edufelip.vercel.app
Based In: Rio de Janeiro - RJ

Summary -

Software developer specialized in native Android applications. I have experience working in diverse teams, collaborating with members from different backgrounds and countries, successfully managing personal and professional relationships, and achieving excellent results with the team.

Professinal Experience -

Android Engineer (Mid Level) - NewFire Global Partners :: Ekohealth
Sep/2023 - Ongoing

- I worked on the Clinic project, an app that allows users to connect to a digital stethoscope, view signals on the mobile screen, conduct examinations, obtain analyses of pulmonary and cardiac signals, and inspect them for the presence of atrial fibrillation or murmurs. I dealt extensively with the integration of native SDK devices and digital signal processing.
- I heavily worked with native **C++ code**, particularly in the integration with **Bluetooth Low Energy** of digital stethoscopes.
- I performed various event mappings for the **Mixpanel** platform, using an internal shared code library developed in **KMM**, for which I also provided maintenance.
- I played a role in the foundation of the main app, dealing with relevant library migrations and Android SDK version updates. I managed CI/CD flows with Bitrise and implemented automated tests using tools like **Espresso** and **Fastlane**.
- I was also responsible for handling service flows on Android, including recording the cardiac signal, storing the recording in the device's memory, sending it to the backend, and dealing with screen lifecycles or app closures during these operations.

Mid-Level Android Developer - Kobe Apps :: Decathlon
Time: 7 months

- Responsible for the Checkout and After-Sales sections of the app, handling flows for coupon code insertion, cashback, and the purchasing process itself. Developed the success page for app purchases, providing users with a more satisfying experience and enabling event tagging for platforms such as **GA4** and **Linx**, to gather important data on purchase conversion.
- In these developments, I utilized tools such as Jetpack **Compose**, **Navigation**, **RoomDB**, **Retrofit**, **GraphQL**, Firebase **Firestore**, **RemoteConfig**, and **Github Actions**. Additionally, I worked with platforms like Vtex, Linx, Salesforce, and Contentful.
- I was responsible for monitoring Crashlytics to ensure a crash-free rate of 99% after each release. Additionally, I handled the app releases using the **Verimatrix** tool to apply extra layers of security to the app.
- I implemented CMS showcases on the cart and product detail pages to display more options to the user and increase the conversion rate. This led to an increase in user retention time within the app by over 20 seconds.
- I was responsible for creating the credit card deletion flow within the app. Additionally, I revamped several flows activated by feature flags to conduct A/B tests and understand user behavior with the new flow. This included flows such as account creation and modifying the quantity of a product in the cart or removing it, among others.

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Mid-Level Android Developer - Hurb
1 year and 1 month   (Travel Agency)

- 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 (in 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 - Whitelabel)
8 months

- 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 a user profile update flow, creating completely dynamic screen progress that allowed the update of this flow order by simply updating a JSON file in the backend. This increased the average user engagement with the app, increasing sales considerably.
- 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: https://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
- Programming Languages: **Java, Kotlin, Typescript**
- MVVM, MVC, and MVP architectures
- Tests with JUnit, Mockito, Mockk, Espresso
- Android SDK, Git
- Firebase - Remote Config, RealTime Database, Cloud Messaging, and Social Auth

Education

Bachelor's Degree in **Computer Science** - IBMR
- Expected graduation: December 2024