Felipe Azevedo Ribeiro

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Summary

Mid-level Mobile Developer specialized in Flutter with expertise in native Android and iOS development. Focused on continuous delivery with clean, testable, maintainable code, technical collaboration, and code reviews. Ensures UI/UX excellence with pixel-perfect design fidelity and performance optimization. Committed to agility, proactivity, and continuous improvement.

Education

Computer Engineering — SENAI Cimatec University — Salvador/BA, Brazil — 2020–2025

Skills

- **Mobile:** Flutter, Dart, BLoC, Provider, Riverpod, MobX, Drift ORM, Secure Storage, Geolocation, Flutter Web, Android/Kotlin Interoperability, Push Notifications (FCM), Offline-first, Caching
- **Backend:** Node.js, TypeScript, Express.js, NestJS
- **Cloud/DevOps:** AWS Lambda, API Gateway, DynamoDB, Cognito, Docker, CI/CD, GitHub Actions, Fastlane
- **Data:** PostgreSQL, Supabase, Firebase, MySQL, SQLite
- **Architecture/Quality:** Clean Architecture, Hexagonal Architecture, MVVM, DDD, TDD, REST APIs, gRPC, Protocol Buffers, Unit/Widget Tests, Sentry, Mixpanel
- **Design:** Figma, Rive, Lottie
- **Languages:** Portuguese (Native), English (B2)

Professional Experience

Software Engineer | F.R Dev | 2024–2025

- Designed and developed Micro-SaaS web and mobile applications with Flutter and serverless backend (AWS/Supabase) applying DDD, hexagonal architecture, and offline-first strategies with synchronization, sync-queue, and caching.
- Built REST APIs with Node.js and Express.js prioritizing security and scalability.
- Implemented CI/CD, unit/widget tests, and Docker, improving reliability and release velocity.
- Ensured pixel-perfect design fidelity and optimized performance by monitoring response time and memory consumption.

Mobile Developer | Petize | 2023–2025

- Applied Hexagonal Architecture with TDD, achieving high coverage in core modules and reducing production bugs.
- Implemented BLoC pattern for state management, ensuring separation of concerns between UI and business logic; Optimized Lottie animations, maintaining consistent 60fps.
- Automated release pipeline (Fastlane + CI/CD) with automated testing.
- Led REST API integrations and push notifications (Firebase Cloud Messaging).

Mobile Developer | Ommed | 2021

- Implemented Clean Architecture + TDD in critical features.
- Established microservice communication via gRPC/Protocol Buffers.
- Managed complex state with MobX and reactive asynchronous flows.

Projects

- Aibum — Image generation for coloring. Flutter Web; APIs with Supabase and Express.js
- KeepLinked — Link organization with folders/tags/privacy. Flutter; APIs with Supabase/Express.js
- Wander Level — Offline-first mobile app with sync-queue. Flutter; Drift ORM; Supabase
- FinanceTracker — Mobile app for personal finance. Flutter; AWS backend (DynamoDB, Lambda, API Gateway, Cognito)