Filipe Brandão

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Experience

GrocerKey
Lead Android Developer — May 2018 | Present

- Leading a small team of Android developers in a remote work environment
- Improving the team workflow and providing mentorship
- Developing the flagship product of the company, participating in the whole project life-cycle

WIT Software
Software Engineer — May 2014 | May 2018

- Mobile developer with some occasional shifts to backend development
- Integrated several projects for major European TELCO companies such as Vodafone
- Participated in R&D projects and white-label software product development

BlueTrend Technologies
Software Engineer — August 2012 | May 2014

- Full stack developer in startup environment (Web, iOS, Android)
- Developed some of the flagship products of the company

Skills

Coding Languages:	Kotlin, Java , C#, Objective-C, C++, C, PHP, Javascript
Android Frameworks:	Retrofit, Koin, Dagger, RxJava, EventBus, Room, Realm, Glide, WorkManager, Picasso, Android Data Binding, Android TV.
Testing Frameworks:	jUnit, Espresso, UI Automator, Robolectric, Jacoco, PIT Mutation testing, Mockk, Mockito, Kluent.
Understanding of Design Patterns:	GoF patterns, Clean Architecture, MVP, MVVM, etc.
Other Platforms' Frameworks:	Spring Boot, Yii Framework.
Tools:	Firebase, Jenkins, Fastlane, TeamCity, Sentry, AppCenter, Jira, ClubHouse

Highlighted Projects

GrocerKey white-label app *(Android) MVVM, Clean Architecture, Room, RxJava, WorkManager*
Design and development of two Androids app that enables grocery stores to integrate a complete solution to allow users to get groceries delivered at home, pick them at the store or just go shopping normally and leave the store without waiting in a line to pay. One app for the users to buy online, other app for the staff to prepare the orders and get them delivered to the user's door. Challenging in terms of the huge quantity of features to maintain in both apps to allow for the complete flow from the user shopping online to getting his order delivered at his door.

Vodafone Backup+ *(Android) EventBus, Picasso, Retrofit*
Development of an Android app with high multi-threading demand for synchronizing the users files and contacts remotely on the cloud. A challenging project where I helped building an event-based architecture capable of leveraging a lot of asynchronous work on background while keeping the battery usage low. This app was used everywhere in Europe by Vodafone clients.

Birdy Bytes *(Android) Dagger, Realm, RxJava, Retrofit, Glide*
https://play.google.com/store/apps/details?id=com.cashyt.birdybytes
Development of an Android app consisting of a social game. Many challenges arose during the development of this app considering the many features implemented and all the technology used such as a chat backed up by MQTT or even image and audio detection using proprietary technology.

Vodafone TV *(Android) Android TV, EventBus, Glide*
https://play.google.com/store/apps/details?id=pt.vodafone.tvnetvoz
Development of an Android app and a set-top-box app (Android TV) with shared code between both apps. The challenge here was to build an architecture considering the needed code reusability demanding that the code was really clean and capable of feeding two completely different user interfaces with different user interaction. This app is deployed in Italy, New Zealand and Portugal.

WIT Award

Internal company award for the excellence on doing R&D project that was later reused in some
company's products   January 2017

Education

Instituto Superior de Engenharia de Coimbra
MS - Informatics and Systems, specialized in Software Engineering. Grade: 18 out of 20
BS - Informatics Engineering. Grade: 16 out of 20