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Summary

Computer Scientist with 4 years of experience with front-end development for both Android and iOS devices,

- Experience with small Unity projects;
- Development of projects from machine learning algorithms in Python and Octave to development of apps for Android, some that can be found on my [Github](#);
- General knowledge on the implementation of Machine Learning algorithms;
- Experience with version control while working in teams;
- Experience with agile development techniques such as Scrum;
- Experience with development of prototypes for mobile projects.

Experience

2018.1 - 2020.2

Senior Front-End Mobile Software Developer

I2 Mobile

Recife, Brazil

General Responsibilities:

- Developing and maintaining applications;
- Setting time frame for projects and implementations;
- Helping and tutoring Junior Developers.

Highlights:

- Implemented solutions to improve reusability in the application production pipeline;

Unrelease Application (Senior Front-End Mobile Software Developer)

Responsibilities:

- Development of a solely Android application with Kotlin;
- Creation of use-cases and test scenarios for the application;
- Planning of the structure of the database used by the application;
- Reusing already implemented features and working in a team with junior developers with their layout.

Highlights:

- Creation of a user version of application that allows user
- Implementation of an independent chat system;
- Implementation of a system that allows actions to be specified in text for specific behavior on click for the application;
- Implementation of a usercart management system with both historic and information such as rating, current status and time of arrival/order;
- Implementation of a rough greedy recommendation system;
- Use of Parse API for it's Database.

[Bar do Cuscuz](#) (Senior Front-End Mobile Software Developer)

Responsibilities:

- Development of a solely Android application with Kotlin;
- Creation of use-cases and test scenarios for the application;
- Planning of the structure of the database used by the application.

Highlights:

- Creation of an application where the user is able to browse through several restaurants across the country, allowing them to see what events are available, order food and even use of a drink database to be able to save a bottle for themselves at specific stores;
- Implementation of the system of viewing foods, events and drinks available at each specific store;
- Implementation of cart and purchase system;
- Implementation of a ticket system where users are able to browse through several types of tickets and even choose through a grid of tables specified by the restaurant for reservation. Said tickets can be viewed and shared by the user at any time through the application and can be used like physical tickets on the site by using QRcodes;

- Implementation of a special mode where specific accounts are given managing rights on the same app;
- Implementation of a QRCode based ticket validation system in app for use with smartphones of restaurant employees using the manager accounts specified above so that they can quickly validate in the venue;
- Use of APIs to handle maps and payment systems;
- Development of a reusable library for handling account creation and user delivery address in front end;
- Use of Parse API for it's Database.

WhatsNeed? (Senior Front-End Mobile Software Developer)

Responsibilities:

- Development of a solely Android application with Kotlin;
- Creation of use-cases and test scenarios for the application;
- Planning of the structure of the database used by the application.

Highlights:

- Creation of an application that would allow the user to create an account with several features and browse through several formal or informal establishments that they could filter through predefined tags or the distance from their current position, with the ability to be sent to specific applications to route them toward said locations. Users were able to submit their own specific category of establishment, with name, tags, image, opening hours and geolocation to submit to the application;
- Use of APIs to handle maps and payment system;
- Implementation of a referral system.

FRICON Brasil (Senior Front-End Mobile Software Developer)

Responsibilities:

- Development of the application in both Android through Java and iOS through Swift;
- Creation of use-cases and test scenarios for the application;
- Planning of the structure of the database used by the application.

Highlights:

- Creation of an application that allowed users to search a wide array of products and their specific information, find the newest releases and possible sales, alongside of where they could find the closest resellers for them using a map. Alongside with that, the user was also able to browse through the news of the company, find and contact close product support providers and contact the company directly through the application;
- Development of tools for specific graphical features required by the prototype;
- Implementation of a web scraper to obtain news from the website when no API or database was available;
- Multi-language support independent of the device's language that could be changed during use that didn't require a reinstallation or closing down the application, and that applied to even products features drawn from the ;
- Use of Parse API for database of products and GoogleMaps API for location information of stores.

2017.2

Intern - Mobile Developer

I2 Mobile

Recife, Brasil

Responsibilities:

- Maintain, refactor and optimize legacy code from previously developed applications of the company;
- Create use cases and implement new features for said applications;
- Test previously implemented features and assess the application stability.

Highlights(?):

- Develop AR feature involving Unity and JS on Android projects;
- Review of applications using Fabric's Crashlytics.

2015.2-2016.1

Student Monitor - Database

Universidade Federal de Pernambuco, UFPE

Recife, Brasil

Responsibilities:

- Develop exercises, apply tests and teach classes to students;
- Council and grade the development of a database developed by the students using of SQL;
- Council and grade the development of a Java interface that interacts with said database created by the users.

Abilities: Java, C++, Android, SQL, Python (incluindo Sci-kit), Swift, Kotlin

Academic

2012 - 2017 **Bachelor's degree in Computer Science**
Universidade Federal de Pernambuco, UFPE
Recife, Brasil

Interests

- Machine Learning and AI;
- Mobile Software Development
- Bioinformatics;
- Game Development.

Languages

- Portuguese - Fluent
- English - Professional

