

# Gustavo Padilha

## Android Developer

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### Work History

2025-01 - current	<div><h4>Machine Learning Engineer</h4><p>Upwork, Freelancer</p><p>After finished my work as an Android Developer in Slyducks I started a new challenger in a AI focused company called Reality Fabricator, which I develop high-quality based AI system and autonomus agents NPC's storytelling, this is some of my abilities:</p><ul style="list-style-type: none"><li>Gaming development with Java and Kotlin with LibGDX and korGE;</li><li>Web development skills with Javascript, Typescript, Node, Angular, AWS;</li><li>AI Engineering: designed, trained, and deployed autonomous AI agents capable of simulating a Dungeon Master and orchestrating NPC behaviors in a web-based game;</li><li>Integrated multiple cutting-edge AI platforms: OpenAI, Amazon Bedrock, Claude, Gemini, and Groq, narrative-driven AI systems, enabling intelligent, context-aware in-game experiences.</li></ul></div>
2022-11 - 2024-12	<div><h4>Android Developer</h4><p>Upwork, Freelancer</p><p>I start to work with freelancing at 2022. I joined an organization inside Upwork called Slyducks, I've been working as an Android Developer on it since than, these are some of my skills:</p><ul style="list-style-type: none"><li>Native Android Development with Kotlin;</li><li>Experience with MVVM and Clean Architecture;</li><li>Libraries such as: Retrofix, CameraX, Dagger Hilt, RestAPI, Compose, Socket, Maps, Slider, Bugsnag, Coroutines, Coil;</li><li>Unit Test/Integration Test/E2E Tests with: AndroidX, Robolectric, JUnit, Mockito, Jacoco;</li><li>Database with: Firebase Realtime, Firestore, Datastore and Storage;</li><li>Project Usability: Git, Gitflow, Sourcetree, Toggl, Jira, Trello, Kanban;</li><li>Implementation and accuracy to any Android device screen;</li><li>Feature development, Code reviews, Asynchronous tasks.</li></ul></div>
2022-02 - 2023-02	<div><h4>Android/Embedded Developer</h4><p>Ford Motor Company, Researcher</p><p>I joined as an IEL Researcher at Ford in 2022 through IEL Program. I worked in Android/Embedded AOSP Development, there are some of my skills used in this experience:</p><ul style="list-style-type: none"><li>Native Android Development with Kotlin and Java;</li><li>AOSP and Mobile Development;</li><li>Experience with SOLID/MVVM/Clean Architecture;</li><li>Libraries such as: Room Database, Retrofit, Mapbox, Dagger Hilt, Koin, RestAPI, Data Binding, Navigation, SQLite;</li><li>Unit Test/Integration Test/E2E Tests with: AndroidX, Robolectric, JUnit, Mockito, Jacoco, Espresso;</li><li>Project Usability: Git, Gitflow, Jira, Sonarqube, Jenkins, Scrum, Kanban;</li><li>Unit Test Development for Embedded System with Java;</li><li>Bug fixes, Code reviews, Refactor legacy code, Performance improving.</li></ul></div>

### Education

2021/02 - 2024/02	<div><h4>Degree in Analysis and System Development</h4><p>Ulbra, Brazil - Rio Grande do Sul</p></div>
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### Skills

Android, Kotlin, Compose, Java, AOSP, Figma

### Languages

Portuguese - Native | English - Professional (C1)

### Courses

Out - 2024	<div><h4>Kotlin Masterclass - KMP, KMM, MVI, ANDROID, IOS</h4><p>Udemy, UC-f2f2eb55-8901-4949-8f1b-fd41ca57tec5.pdf</p></div>
Feb - 2022	<div><h4>Scrum Fundamentals Certified (SFC)</h4><p>SCRUMstudy, 896595</p></div>
Dez - 2021	<div><h4>Android App with Kotlin, MVVM, Retrofit, Hilt, Clean Arch</h4><p>Udemy, UC-547ecad0-d07b-480a-8db8-4bc407376b1c.pdf</p></div>