Gustavo Padilha
Android Developer

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Work History

2025-01 - current

Machine Learning Engineer
Upwork, Freelancer

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:

- Gaming development with Java and Kotlin with LibGDX and korGE;
- Web development skills with Javascript, Typescript, Node, Angular, AWS;
- AI Engineering: designed, trained, and deployed autonomous AI agents capable of simulating a Dungeon Master and orchestrating NPC behaviors in a web-based game;
- Integrated multiple cutting-edge AI platforms: OpenAI, Amazon Bedrock, Claude, Gemini, and Groq, narrative-driven AI systems, enabling intelligent, context-aware in-game experiences.

2022-11 - 2024-12

Android Developer
Upwork, Freelancer

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:

- Native Android Development with Kotlin;
- Experience with MVVM and Clean Architecture;
- Libraries such as: Retrofix, CameraX, Dagger Hilt, RestAPI, Compose, Socket, Maps, Slider, Bugsnag, Coroutines, Coil;
- Unit Test/Integration Test/E2E Tests with: AndroidX, Roboletric, JUnit, Mockito, Jacoco;
- Database with: Firebase Realtime, Firestore, Datastore and Storage;
- Project Usability: Git, Gitflow, Sourcetree, Toggl, Jira, Trello, Kanban;
- Implementation and accuracy to any Android device screen;
- Feature development, Code reviews, Asynchronous tasks.

2022-02 - 2023-02

Android/Embedded Developer
Ford Motor Company, Researcher

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:

- Native Android Development with Kotlin and Java;
- AOSP and Mobile Development;
- Experience with SOLID/MVVM/Clean Architecture;
- Libraries such as: Room Database, Retrofit, Mapbox, Dagger Hilt, Koin, RestAPI, Data Binding, Navigation, SQLite;
- Unit Test/Integration Test/E2E Tests with: AndroidX, Roboletric, JUnit, Mockito, Jacoco, Espresso;
- Project Usability: Git, Gitflow, Jira, Sonarqube, Jenkins, Scrum, Kanban;
- Unit Test Development for Embedded System with Java;
- Bug fixes, Code reviews, Refactor legacy code, Performance improving.

Education

2021/02 - 2024/02

Degree in Analysis and System Development
Ulbra, Brazil - Rio Grande do Sul

Skills

Android, Kotlin, Compose, Java, AOSP, Figma

Languages

Portuguese - Native | English - Professional (C1)

Courses

Out - 2024

Kotlin Masterclass - KMP, KMM, MVI, ANDROID, IOS
Udemy, UC-f2f2eb55-8901-4949-8f1b-fd41ca57tec5.pdf

Feb - 2022

Scrum Fundamentals Certified (SFC)
SCRUMstudy, 896595

Dez - 2021

Android App with Kotlin, MVVM, Retrofit, Hilt, Clean Arch
Udemy, UC-547ecad0-d07b-480a-8db8-4bc407376b1c.pdf