

Guilherme Passos

Senior Software Engineer | Flutter Specialist

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SUMMARY

Senior Flutter Engineer with 7+ years of experience building and scaling high-performance mobile applications and games from concept to live operations.

Delivered and scaled products reaching 12M+ downloads worldwide, including 5M+ download titles and award-winning projects recognized by Google Play programs. Extensive end-to-end ownership across architecture, engineering, publishing, monetization, analytics, and Live Ops.

Deep expertise in Flutter rendering internals, modular architecture, asynchronous state management, and performance optimization for production-scale environments.

Focused on hands-on engineering, solving complex technical challenges, and architecting scalable mobile platforms with long-term maintainability.

Professional working proficiency in English.

PROJECTS

Magic Sort - Indie Games Accelerator 2024 Winner

🌐 <https://appmagic.rocks/google-play/magic-sort/com.blu.wsp>

Hybrid casual puzzle game developed in partnership with Wildlife Studios. Selected for the Google Play Indie Games Accelerator 2024 program, with 1M+ downloads and live-ops driven monetization systems.

- Led high-performance UI architecture.
- Built monetization pipelines using Firebase Remote Config and A/B testing, improving engagement and revenue performance.
- Architected and stabilized a high-performance Flutter codebase optimized for low-end Android devices, focusing on rendering efficiency, memory footprint reduction, and frame stability through deep profiling and refactoring.
- Implemented event-driven state management and feature isolation to support scalable Live Ops releases.

Rabit - Google Play Best of 2021

🌐 <https://appmagic.rocks/google-play/rabit/com.blu.rabito>

Gamified habit tracker that reached 5M+ downloads and ranked #2 App of the Year 2021 (Google Play Brazil).

- Developed core engagement systems including push notifications, streak logic, Firestore sync, and high-performance animated UI.
- Implemented data-driven retention features that significantly improved user engagement and long-term retention.

Capy - Self-Care Pet - AI-Powered Virtual Wellness Companion

🌐 <https://appmagic.rocks/iphone/capy-self-care-pet/6739744609>

AI-powered self-care mobile application featuring a virtual pet driven by OpenAI APIs, combining habit tracking, mood journaling, and intelligent conversational interactions.

- Built scalable daily engagement loops using push notifications and behavioral tracking, improving retention and reinforcing consistent user habits.
- Led high-performance UI architecture.

Farm vs Aliens - Indie Games Fund 2023 Winner

🌐 <https://play.google.com/store/apps/details?gl=US&hl=en-US&id=com.blu.farmvsaliens>

Mobile game combining merge mechanics and tower defense systems, backed by Google Play Indie Games Fund 2023.

- Led product direction and designed the core gameplay loop.
- Oversaw feature prioritization and implementation strategy, contributing to the studio securing fund backing.

Cups

🌐 <https://appmagic.rocks/ipad/cups/1541421297>

Water sort puzzle game with 4.5M+ downloads and strong traction in the US market, developed in partnership with Homa Games.

- Implemented the full UI layer and monetization systems.
- Co-led performance optimization initiatives, reducing frame build time and improving performance on low-end devices.

EXPERIENCE

Co-founder & Senior Flutter Engineer



2019 - 2026

Independent mobile game studio building scalable consumer apps and hybrid casual games with millions of downloads worldwide.

- Engineered and scaled multiple mobile applications and games totaling 12M+ downloads worldwide.
- Architected scalable Flutter applications supporting millions of users.
- Executed deep performance optimization initiatives, reducing ANR rates from approximately 30% to below 2% and improving frame rendering stability on low-end Android devices.
- Designed and implemented live ops systems (Battle Pass, Leaderboards, Events, Ranking Systems).
- Increased D1 retention from 25% to 40% through performance-driven UX optimization and data-informed iteration cycles.
- Reduced APK size by 45% through asset restructuring, rendering optimization, and build configuration refinement.
- Integrated Firebase (Analytics, Firestore, Remote Config, Crashlytics, Cloud Messaging).
- Implemented monetization systems (Rewarded Ads, Interstitials, IAP), achieving high eCPM performance.
- Co-owned the full product lifecycle: architecture, development, CI/CD, publishing, ASO, live ops, store compliance.
- Co-led fully remote teams of up to 14 members.
- Established partnerships with Wildlife Studios and Homa Games.

Desktop Engineer



2018 - 2019

Enterprise software company focused on e-commerce and retail solutions.

- Developed desktop applications using TypeScript, Angular, and VTEX.
- Built reusable UI components, improving maintainability and scalability.
- Collaborated with senior engineers to integrate frontend and backend systems.
- Contributed to performance improvements and design consistency.

SKILLS

Core Engineering

Flutter | Dart | Clean Architecture | SOLID | DDD | TDD | KISS | DRY | OOP | Design Patterns | State Management | BLoC | Cubit | Riverpod | Provider | GetX | MobX | REST APIs | WebSockets | Unit Tests | Widget Tests

Architecture & Backend Systems

Feature-First Architecture | DI | GetIt | Modular | Provider | Supabase | Isar Database | Hive Database | Drift Database | Firebase Auth | Firestore | Remote Config | Analytics | Crashlytics | Realtime Database | FCM | Firebase Cloud Storage | Platform Channels | Android | iOS

DevOps, Observability & Production

CI/CD Pipelines | CodeMagic | Fastlane | Firebase App Distribution | Git | GitHub | Build Flavors | Performance Optimization | Crash & ANR Reduction | Memory Leak Debugging | NewRelic | Optimizely | Braze | Rive