

# Guilherme passos

## Senior Flutter Developer

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## SUMMARY

Senior Flutter Developer with 5+ years of experience building and scaling mobile apps and games from scratch to live operations.

I've developed, launched, and maintained mobile products that reached 12M+ downloads worldwide, including titles with 1M+ downloads and award-winning projects recognized by Google Play programs. I've worked end-to-end on my own products, owning everything from architecture and development to publishing, monetization, analytics, and Live Ops.

## PROJECTS

### Magic Sort - Indie Games Accelerator 2024 Winner

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

Led high-performance UI architecture and live-ops systems for a hybrid casual puzzle game in partnership with Wildlife Studios. Built scalable monetization and event-driven mechanics using Flutter and Firebase.

- Contributed to 480K+ downloads, implemented Battle Pass & live events, and optimized monetization systems using A/B testing (Remote Config), increasing revenue performance and engagement.

### Rabit - Google Play Best of 2021

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

Developed core engagement systems including push notifications, streak tracking, Firestore cloud sync, and high-performance animated UI systems for a gamified habit tracker.

- Helped scale to 5M+ downloads and achieve #2 App of the Year 2021 (Google Play Brazil), significantly improving retention through data-driven features.

### Self-Care Pet - Virtual Wellness Companion App

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

Developed core engagement systems for a self-care companion app featuring virtual pet mechanics. Implemented habit tracking, mood journaling, pet evolution systems, and Firebase-based cloud persistence.

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

### Farm vs Aliens - Indie Games Fund 2023 Winner

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

Led product direction and designed the core merge + tower defense gameplay loop, overseeing feature prioritization and implementation strategy.

- Secured Google Play Indie Games Fund 2023 backing as a selected winning studio.

### Cups

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

Implemented the complete UI layer and monetization systems for a water sort puzzle game with strong traction in the US market. Partnership with Homa Games.

- Supported 4.5M+ downloads and co-led performance optimization efforts reducing frame build times and improving low-end device performance.

## SKILLS

Flutter	English	Agile methodologies	Algorithms	Apis	Artificial Intelligence	Azure	Braze
CI/CD	Clean Code	Crashlytics	Dart	Database management	Ddd	Dependency Injection	
Design Patterns	IOS	Figma	Adobe XD	Firebase	Github	Hive	Integration Testing
Mobx	Mockito	Mvc	Modular	Mvvm	New Relic	Jira	Rest
Portuguese	Rest apis	Scrum					Optimizely

## EXPERIENCE

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### Co-founder & Senior Flutter Engineer

#### Blu Studios

⌚ 2019 - 2026

🔗 <https://blurystudio/>

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

- Built and scaled multiple mobile apps and games totaling 12M+ downloads worldwide.
- Architected scalable Flutter applications supporting millions of users.
- Designed and implemented live ops systems (Battle Pass, Leaderboards, Events, Ranking Systems).
- 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.

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### Junior Desktop Developer

#### VX Case

⌚ 2018 - 2019

🔗 <https://www.vxcase.com.br/>

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.

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### IT Support Intern

#### Tecall Consultoria

⌚ 01/2018 - 10/2018

IT consulting company providing server infrastructure, network management, and technical support services for corporate clients.

- Provided infrastructure and technical support for corporate clients.
- Assisted in network troubleshooting and system maintenance.
- Configured hardware and supported internal IT operations.

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## LANGUAGES

### English

Proficient



### Portuguese

Native

