Pedro Lemos

Computer Scientist and Software Engineer

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About me

I've a Bachelor's degree in Computer Science from the Federal Institute of Education, Science, and Technology of Ceará (IFCE). I started my journey in programming in 2018, and since the end of 2019, I've been focusing my efforts on mobile app development using the Flutter framework with the Dart language. Throughout my career, I've explored various technologies, expanding my knowledge base. I value good coding practices and believe that clean and efficient code is crucial for the success of any project. Additionally, I'm passionate about software architecture, understanding its importance in building robust and scalable systems.

Education

Bachelor of Science in Computer Science @ Instituto Federal do Ceará (2018 ~ 2023)

My undergraduate thesis theme is "Technical analysis of Software Architectures in the development of apps for Smartphones".

Professional experiences

Software Engineer @ FTeam (apr. 2023 ~ now)

At first, was acting as a consultant at Nasajon, helping the development of an app called Gestão de Serviços. I guided developers to build this app, by sharing my experience on mobile development and software architecture. Then, I was responsible for establishing the architectural specification for an internal project called Ship. This architectural specification mostly follows Clean Architecture and SOLID principles, but is focused on reducing boilerplate code. Furthermore, I was a Tech Lead in the development of an app called App do Colportor, for IATEC. Currently, I'm working at Senior Sistemas, working on an app called Ponto Mobile, implementing facial recognition functionality.

Tags: Flutter, Dart, Kotlin, Swift, Android, iOS, Clean Architecture, Modularization, White-Label, Consultant, Tech Lead, Software Architect

Specialist Software Developer @ Compass.uol (apr. 2022 ~ dec. 2022)

Responsible for maintain and improve Ancar's apps for giant malls in several places in Brazil. Working on refactoring the app architecture, following SOLID principles, aiming to keep the project cleaner, decoupled and scalable as possible. Furthermore, I was responsible for fixing critical bugs in an internal app for São Salvador Alimentos, and to perform some improvements.

Tags: Flutter, Dart, Kotlin, Swift, Android, iOS, Clean Architecture, Modularization, White-Label, Software Architect

Software Engineer @ Code Tecnologia (currently Zydon) (feb. 2021 ~ apr. 2022)

Responsible for creating and maintaining several applications in Flutter, ensuring code quality and implementation of best practices. In collaboration with another developer, I established a standard for applications at this company by implementing a modular, scalable, and testable architecture. Additionally, we developed a comprehensive design system to be adopted across all applications.

Tags: Flutter, Dart, Spring Boot, Java, Kotlin, Swift, Android, iOS, Clean Architecture, Design System, Modularization, White-Label, Software Architect

Software Engineer @ MusicPlayce (jul. 2020 ~ jan. 2021)

Responsible for maintaining the MusicPlayce app (which uses Flutter), posteriorly starting the refactoring process, in order to implement the best development practices.

Tags: Flutter, Dart, Android, iOS, Firebase, AWS Amplify, Kotlin, Swift