

PEDRO LEMOS

SENIOR SOFTWARE ENGINEER

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SUMMARY

Mobile Developer focused on delivering impactful results through high-quality products. Eager to tackle challenging tasks and apply knowledge and creativity to craft intuitive user experiences. Committed to seamless collaboration with team members, believing in the principle of "divide and conquer" to achieve objectives. Always happy to help, teach, and learn from other skilled professionals. Passionate about state-of-the-art tools and methodologies, continuously striving to enhance overall quality.

TECHINICAL SKILLS

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| <ul style="list-style-type: none">FlutterDartFirebase | <ul style="list-style-type: none">AndroidiOSClean Code | <ul style="list-style-type: none">Clean ArchitectureSOLIDDesign Patterns |
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EXPERIENCES

Senior Software Engineer Cacao Financial, US Fintech backed by Y-Combinator S23	Jul 2025 – Present
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- First Engineering Hire, working with the CTO, CEO, and COO to design and build the initial product, leveraging coding skills and knowledge of the Brazilian banking system.
- Set up app flavors for production and staging on Android and iOS, with separate names, icons, signing keys, and API endpoints for each environment.
- Distributed the app on Google Play Store and App Store, ensuring compliance with all the regulations regarding financial services and cryptocurrencies. This diligence led us to be approved on our 3rd submission.
- Built CI/CD pipelines with CodeMagic to automate production deployment to Google Play and App Store, and staging releases via TestFlight and Firebase App Distribution, streamlining release cycles.
- Implemented event tracking using RudderStack, improving visibility into user flows and supporting data-driven product decisions.
- Implemented Firebase Cloud Messaging (FCM) to deliver push notifications, enhancing user engagement.
- Strengthened transaction security through passkeys, reducing reliance on passwords and enhancing user protection.
- Performed some optimizations in the codebase, improving the general performance and polishing the user experience.
- Supported Brazilian Portuguese localization for a natural user experience and refined the Pix payment flow by leveraging UX and functional patterns from top Brazilian banks.

Senior Software Engineer

Sep 2024 – Present

banco BV (Bank BV), a financial institution

- Developed key user flows in the personal loan and refinancing team, including interactive questionnaires to gather crucial customer data and personalize loan offerings.
- Implemented A/B testing pipelines using ConfigCat and Firebase Analytics, enabling iterative experimentation and improved user retention through dynamic content.
- Led a large-scale module refactoring, aligning the codebase with best practices and ensuring a consistent 80%+ test coverage, significantly improving maintainability and reliability.
- Managed CI/CD pipelines with Bitbucket, SonarQube, and Jenkins, optimizing the deployment process and reinforcing quality gates across the team.

Senior Software Engineer

Apr 2024 – Sep 2024

InfinitePay @ CloudWalk, a financial institution

- Led growth-focused feature development, optimizing user conversions via strategic push notifications, in-app messages, and deep link flows.
- Implemented A/B Testing using the Amplitude Experiments SDK to evaluate user experiences, enabling new features for 50% of users.
- Developed a referral links section to increase the percentage of merchant users in the app.
- Delivered key compliance features, including a financial education hub and CNAE (similar to NAICS) update functionality, aligning with Brazilian Central Bank (BACEN) regulations.
- Enhanced UI performance by improving the home screen carousel animation for a smoother and more responsive experience.
- Integrated multiple messaging platforms, including Firebase Cloud Messaging (FCM), Iterable SDK, and Apple Push Notification Service (APNs), boosting communication reliability across Android and iOS.
- Worked on significant improvements across the app to leverage new features introduced in Dart 3, maximizing the potential of the language.

Specialist Software Engineer

Apr 2023 – Apr 2024

FTeam, a software house with outsourcing

- Consulted for Nasajon, mentoring their dev team and guiding the architecture of the Gestão de Serviços app, improving team autonomy and code quality.
- Architected the foundation for Ship, an internal tool, by applying SOLID principles and Clean Architecture to reduce technical debt and streamline future development.
- Developed the App do Colportor for the Seventh-day Adventist Church, expanding their digital outreach and improving communication with field representatives.
- Implemented facial recognition in Ponto Mobile at Senior Sistemas, enhancing security and user authentication with cutting-edge mobile biometrics.
- Built a custom streaming platform for Centro Dom Bosco, delivering a smooth and engaging viewing experience for their audience.

Senior Software Engineer

Apr 2022 – Apr 2023

Compass.uol, an outsourcing company

- Contributed to the development of white-label applications for 27 shopping malls managed by Ancar Ivanhoe in Brazil, enhancing customer experience and operational efficiency.
- Restructured the white-label application architecture by applying SOLID principles, ensuring a cleaner, more modular, and scalable codebase.
- Fixed critical bugs and improved the code in an application for São Salvador Alimentos, resulting in improved reliability and functionality.

Software Engineer

Fev 2021 – Apr 2022

Zydon (formerly Code Tecnologia), B2B e-commerce platform

- Led the development of Farm, a white-label farm management app with an offline-first architecture and real-time synchronization with Sankhya ERP. Empowered field workers to operate in remote areas, optimizing resource use.
- Built and maintained PCM, a white-label machinery maintenance app, streamlining issue tracking and repair workflows for field technicians.
- Contributed to PEC, a B2B shopping platform that simplified procurement for business clients, enhancing operational efficiency.
- Defined and enforced a shared architectural standard across all apps, improving maintainability, scalability, and onboarding for new developers.
- Designed and rolled out Code UI, a reusable design system that unified UI/UX patterns across multiple products, improving user experience and development speed.

Software Engineer

Jul 2020 – Jan 2021

MusicPlayce, a platform that connects songwriters to artists

- Led the migration from native Android (Java) and iOS (Swift) apps to a unified Flutter codebase, following best practices to ensure performance, maintainability, and platform consistency.
- Developed core features including song upload, WhatsApp sharing, and interactive social validation tools, such as Instagram polls to gauge song reception and match songs with suitable artists.
- Delivered multiple user-facing features, enhancing collaboration between artists and songwriters and improving engagement across the platform.

EDUCATION

Bachelor of Science in Computer Science

2018 – 2023

Instituto Federal de Educação, Ciência e Tecnologia do Ceará

- The final paper theme was "Technical Analysis of Software Architectures in Application Development for Smartphones".
- Teaching Assistant for the "Programming Fundamentals" course in the second semester of 2019.
- Presented a talk on the topic "SOLID Principles: Good Practices in Software Development" at the COMSOLID/SiC 2022 event.