

Rafael Ribeiro Tonholo

Halifax – Nova Scotia, Canada

[Portfolio Website](#)

[GitHub](#)

[Linkedin Profile](#)

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About me

Senior Android Engineer with 10+ years of comprehensive software development experience, emphasizing native Android applications. Proven ability to deliver user-centric, scalable solutions, with a deep understanding of Android best practices. Working closely with QAs, and UX/UI Designers to deliver the most valuable experience to the customers.

Work Experience

REDspace – Senior Android Engineer

March 2022 – Present | Full-time | Halifax, Nova Scotia – Hybrid

- Built white-label streaming using Kotlin, Jetpack Compose and MVVM, defining accessibility guidelines for mobile and TV platforms, offering a customizable app for companies targeting a quick start on the video streaming market
- Developed a centralized Ad Manager and Scheme for the Bleacher Report, preventing crashes and enabling dynamic ad changes without app updates, ensuring a single source of truth for ad creation and injection
- Integrated Jetpack Compose into the Bleacher Report app by setting up its foundation and creating a new community redesign feature, enabling other developers to adapt before the new app's development
- Led the end-to-end development of mobile applications, driving projects from ideation through development, testing, and deployment, resulting in improved development workflow, faster launches, reducing time-to-market and post-launch issues

Pinterest – Senior Android Engineer

July 2021 – March 2022 | Contractor | USA – Remote

- Reduced build time from 28 to 7 minutes by modularizing a 9-year-old large codebase into 30 feature modules
- Facilitated a smooth transition from the monolithic to the modular app by incrementally migrating code while collaborating with feature owners enhancing the developer workflow
- Engineered a centralized Dynamic Feature Module dependency manager, eliminating the need for reflection and preventing app crashes, resulting in a more reliable application by ensuring accurate Hilt Module injection
- Initiated Jetpack Compose adoption by prototyping new architecture and introducing initial UI components

Questrade Financial Group – Principal Software Engineer

October 2019 – July 2021 | Full-time | Canada – Remote

- Provided technical leadership for 3 different mobile teams on developing mobile apps, launching 2 new apps for both Android and iOS platforms with high availability to meet customer demand
- Facilitated parallel development of a new Questrade app by creating an integration plan, defining API contracts, and setting up a mock server, ensuring smooth mobile and backend integration
- Led and planned a smooth transition between the old Cordova application to the new React Native application, while coordinating the integration with the new backend API
- Mentored junior engineers on mobile best practices, including git version control, Kotlin Coroutines, and Dagger/Hilt, leading to accelerated skill development and improved code quality in team projects

Questrade Financial Group – Senior Software Engineer

August 2017 – September 2019 | Contractor | Canada – Remote

- Increased customer satisfaction from 1.5 to 3.3 stars for an app with over 100,000 daily users
- Improved the Questrade mobile hybrid app sign-in process by developing new authentication methods, including biometric authentication implemented natively on both Android and iOS that enabled 225% growth in mobile sign-in
- Executed an OpenID authentication project from concept through to completion, including mobile integration, front and back-end implementation using GraphQL, logging and metrics via Datadog, and delivery using Jenkins and GCP

Axxiom – Android Engineer

June 2015 – August 2017 | Full-time | Belo Horizonte, Brazil – On-site

- Modernized a legacy Windows CE app for Android with Material Design and Google Maps integration, increasing power outage fix speed by 20%
- Developed a notification center and background service for a mobile app to synchronize databases and transmit data efficiently over limited Kbps satellite connections, enabling full offline operation and reliable data exchange
- Designed and developed a distributed mobile solution with 4 inter-communicating apps using AIDL, enabling smaller incremental updates over limited connections

Planear Sistemas – Android Engineer

June 2015 – August 2017 | Full-time | Belo Horizonte, Brazil – On-site

- Delivered a functional and user-friendly Android app using Java that streamlined medical scheduling and management processes in small clinics and big health centers with 100 clients daily
- Created a dynamic application that received data from HTTP RESTful services and built screens dynamically using JSON APIs

Education

Graduate Certificate – Mobile Application Development – University Center UNA

2015 – 2016 | Brazil

Undergraduate Certificate – Digital Games – Pontifical Catholic University of Minas Gerais

2012 – 2014 | Brazil

Certifications

Jetpack Compose and Internals – Jorge Castillo

July 2024 | Remote

Dependency Injection in Android with Dagger 2 and Hilt – Udemy

January 2022 | Remote

Android Architecture – Alura

July 2021 | Remote