Vinícius Calgaro

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Summary

Mobile Developer with 4 years of experience, specialist in building complex ecosystems using **Flutter (Mobile, Web and Desktop)** and **Native Android (Java/Kotlin).** Solid experience in scalable architectures (Clean Arch, SOLID, MVVM) and implementation of Design Systems to ensure consistency and fidelity of UI/UX. Experience in **Modern Android (Jetpack Compose),** Multi-repo dependency management (Git Dependencies) and advanced skill in Troubleshooting and log analysis for failure resolution, complemented by knowledge in Cloud infrastructure (AWS).

Professional Experience

Mid-Level Developer — Sweda Automação Comercial, Nov 2021 - Current

- Hybrid Solutions (Flutter & Android): Developed the bridge between Flutter interface and Android services in foreground. Implemented **Platform Channels** and **Broadcast Receivers** to ensure the persistence of local servers.
- Troubleshooting and Performance: Reduced Janks and increased data update speed by 50% when migrating heavy processing to Isolates. I solved complex integration failures using **Logcat, Stack Traces and DevTools**.
- Integrations: Approved payment modules via Native SDK (POS Stone) and PIX API (OpenPix). I implemented a layer of HTTP servers for consumption of **RESTful APIs** and established asynchronous communication via ActiveMQ (Pub/Sub), ensuring financial integrity and data synchronization between POS and ERP.
- Cloud Infrastructure: Managed AWS resources **(S3, EC2)** and configured the **Firebase** ecosystem (Crashlytics). Implemented Custom Event tracking in **Google Analytics**, providing data to decision makers. I simulated cloud environments locally using **Docker** and **LocalStack**.
- Architecture and UI/UX I created and implemented a centralized **Design System** (ThemeData) to ensure visual consistency, with reuse of components, and responsiveness between Web and Mobile applications. I translated **Figma** prototype (with Dev Mode) to Mobile interface, ensuring absolute visual fidelity (Pixel-Perfect) to the planned experience.
- Software Quality: Implemented **automated test pipelines** (Unit and Widget) following the AAA standard and use of **Mockito**. I actively worked in Code Reviews and Agile rituals (**Scrum**), ensuring the integrity of the code via **GitFlow**.

Personal Projects

'Guitar Notebook' ([learn more](#)) | Multiplatform Flutter Application - Tool to manage studies, published on the Play Store.

- Built with Flutter/Dart, using **Provider** for performant state management and **Drift** for hybrid data persistence (SQLite on Mobile / IndexedDB on Web). CI**/CD pipeline** configured with **GitHub Actions** for build and deployment automation. Responsive design for Web and Mobile, with **internationalization support (i18n).**

'Cidarte' ([learn more](#)) | Android Native App - App for movie discovery, integrated with TMDb API.

- Developed in Kotlin using **Hilt** for dependency injection, **Coroutines & Flow** for reactive asynchronous management (with advanced operators such as debounce in search), **Retrofit/OkHttp** for networking and **Room** for local persistence. 100% declarative interface with **Jetpack Compose** (Material 3).

Education

Systems Analysis and Development — FATEC Guarulhos, 2020-2024

Soft Skills   Attention to detail and perfectionism. Problem solving. Communication.

Languages   Portuguese — Native; English — B2 (TOEIC: 720); Spanish — A2.

Hobbies   Sports, Gym, Music, Movies.