Vinicius Barros

Flutter Specialist | Tech Lead | Node | Java | Go

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Professional Summary

Software Engineer with 13+ years of experience in mobile and backend development. Specialized in Flutter (Android/iOS), with expertise in Swift, Kotlin, Node.js, Clean Architecture, SOLID, TDD, and CI/CD. Proven track record in technical leadership, architecture definition, code quality, and agile methodologies.

Career Goals & Current Focus

Currently pursuing a Postgraduate degree in Mobile Development at UTFPR, studying English daily and working towards fluency. Continuously evolving in Flutter, while also expanding skills in native development (iOS/Android) and studying languages such as Golang for scalable backend solutions.

Professional Experience

UList | Tech Lead & Flutter Specialist

01/2025 – Present

- • Technical leadership in mobile projects (Flutter Android/iOS).
- • Defined architecture applying Clean Arch and SOLID.
- • Critical refactorings to optimize performance and reduce technical debt.
- • Built and maintained CI/CD pipelines using GitLab.
- • Mentored developers and led code reviews.

Pede Pronto | Senior Flutter Engineer

03/2024 – 01/2025

- • Developed mobile app in Flutter for ordering systems.
- • Integrated Firebase Crashlytics and automated pipelines (Bitrise).
- • Worked with microapps (monorepo) and state management (BLoC).
- • Implemented unit, integration, and E2E tests.

Genial Investimentos | Senior Flutter Engineer (Contract)

11/2023 – 02/2024

- • Developed mobile applications in the investment sector.
- • Worked with microapps (monorepo) and state management (BLoC).
- • Applied Clean Architecture and automated testing.

Ticket | Senior Flutter Engineer (Contract)

07/2023 – 11/2023

- • Developed Flutter apps for Android/iOS with focus on quality.
- • Worked with microapps and state management (Cubit/BLoC).
- • Collaborated using Kanban, Azure, and Figma design systems.

Hvar Consulting | Software Engineer Flutter

08/2022 – 07/2023

- • Developed Flutter apps for Android/iOS and React Native for multiple clients.
- • Client: Grupo Boticário – Built a binary Flutter module integrated into a React app, implementing an embedded TensorFlow Lite model for real-time object detection, improving accuracy and enabling native Android/iOS integration.
- • Client: Cimed – Developed a Flutter Web + Firebase solution focused on scalability and performance.
- • Ensured software quality with unit, integration, and E2E tests.
- • Worked in agile teams (Scrum, Jira, Azure).

LW Tecnologia | Software Engineer Flutter/Node.js

08/2021 – 07/2022

- • Developed mobile apps in Flutter and backend with Node.js (NestJS).
- • Built CI/CD pipelines (GitLab).
- • Defined architecture, best practices, and used SonarQube.

Genesis Tecnologia | Flutter Developer (Part-time)

01/2019 – 07/2021

- • Developed mobile apps using Flutter.
- • State management with Provider and BLoC.

- • Consumed REST APIs (Dio, Http).

Multsoft Tecnologia | Software Engineer

11/2013 – 07/2021

- • Developed ERP and commercial management software (Delphi, REST APIs).
- • Built internal frameworks and JWT-based APIs.
- • Integrated ERP with marketplaces (e.g., TRAY).
- • Technical leadership in ERP architecture.

Instituto Federal Goiano | Programming Logic Instructor

07/2012 – 11/2012

- • Taught programming logic and algorithms using C++.

Education

Postgraduate in Mobile Development – UTFPR (2024 – ongoing)

Technologist in Systems Analysis and Development – IF Goiano (2016)

Technical Course in Informatics – IF Goiano (2011)

Technical Skills

Mobile: Flutter, Dart, Kotlin, Swift, React Native

Backend: Node.js (NestJS), Java (Spring Boot)

Architecture: Clean Architecture, SOLID, Design Patterns, Microapps

DevOps: CI/CD (GitLab, Bitrise), Firebase, Azure, AWS

Agile: Scrum, Kanban, TDD, Code Review

Others: Git (Git Flow, Commit Pattern), MongoDB, SQL, SonarQube