



VITOR PRADO

MOBILE & BACKEND DEVELOPER

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EDUCATION

TECHNICAL SCHOOL OF UNICAMP
CERTIFICATE IN SOFTWARE DEVELOPMENT
01/2010 - 12/2011

MOBILE DEVELOPMENT

SENIOR

- JAVA
- KOTLIN
- SWIFT
- KOTLIN MULTIPLATFORM
- REACT NATIVE
- SERVER DRIVEN UI
- UNIT TESTING
- CI/CD

BACKEND DEVELOPMENT

SENIOR

- RUBY
- JAVASCRIPT/TYPESCRIPT
- NODEJS
- POSTGRESQL
- APIS
- UNIT TESTING

LANGUAGES

- PORTUGUESE (NATIVE SPEAKER)
- ENGLISH (ADVANCED)

INTERESTS

- MUSIC
- CYCLING
- COOKING

SUMMARY

I'm a Mobile and Backend Developer based in Brazil with solid experience in building entire systems from scratch. I've been working with code since 2012, helping businesses to solve their problems through technology.

EXPERIENCE

LAUNDRO LEAD SOFTWARE DEVELOPER

12/2021 - 11/2022

I built the whole technology stack of the company. Even though I wasn't at the beginning of the app's development, when I joined the company, the only existing code was a real-time database built using Firebase. I implemented TypeScript and AdonisJS to create a new API and to deliver a full-featured server capable of handling payments and integrating with multiple external applications (for partners), as well as a set of tools for the operations team. Afterward, I rewrote the app to make it capable of using the new APIs and native payments.

- Responsible for whole tech stack
- TypeScript
- React Native
- AdonisJS
- PostgreSQL
- Redis
- Heroku

WORLDPACKERS SENIOR ANDROID DEVELOPER

06/2018 - 12/2021

I worked as the main Android Developer, improving two apps (travelers and hosts). I led the migration of the host's app to Kotlin Multiplatform and the modern view systems (Compose and SwiftUI). Meanwhile, occasionally I helped the web development team with Ruby on Rails tasks and bug fixes.

- Android
- Java
- Kotlin
- iOS
- Swift
- Kotlin Multiplatform
- Compose
- SwiftUI
- Ruby on Rails
- Heroku

INGRESSO RAPIDO SENIOR ANDROID DEVELOPER

10/2016 - 10/2017

I worked as an Android Developer, responsible for the ticket reader app used in concerts and theaters to validate tickets. I delivered a way to minimize fraud using local broadcasts on the intranet and the ability to use a USB barcode scanner attached to an Android device to increase speed in operations.

- Android
- Java
- Kotlin

GRUPO VERISOFT SENIOR ANDROID DEVELOPER

01/2014 - 10/2016

I worked as Main Android Developer, building white-label applications for mobile carriers. We made a Ferrari sticker album app used by Claro (a mobile carrier) in Mexico. For a few months, I was the only one developing "Vivo TreinApp" on the web, an internal web app used by Vivo (a mobile carrier) to train employees.

- Android
- Java
- Ruby on Rails

PINUTS STUDIOS ANDROID DEVELOPER

02/2013 - 01/2014

Pinuts was an outsourcing company focused on the mobile market. I was hired as a Rails developer, but then switched to Android Developer after the first month.

- Android
- Ruby on Rails

MENKI GAMES DEVELOPMENT INTERN

01/2012 - 01/2013

I joined Menki as an intern to develop mobile games using Lua & CoronaSDK. I have acquired extensive knowledge about Lua, Ruby on Rails, APIs, and Android native.

- Lua
- CoronaSDK
- Android
- Ruby on Rails

PUBLICATIONS

JETC.DEV NEWSLETTER ISSUE #55

03/2021

[JETC.DEV](#) 

I was featured in "Jetc.dev", an important newsletter from the Jetpack Compose community, about a rating bar library I've made.