



# 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 building entire systems from scratch. I've been working with code since 2012, helping businesses to solve their problems through technology. I have already worked with Android, iOS, Ruby, JavaScript/TypeScript, React Native, and KMM (Kotlin Multiplatform).

## EXPERIENCE

### LAUNDRO

12/2021 - 11/2022

#### LEAD SOFTWARE DEVELOPER

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
- Unit Testing
- TDD
- CI/CD

### WORLDPACKERS

06/2018 - 12/2021

#### SENIOR ANDROID DEVELOPER

I worked as the leading 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
- Unit Testing
- TDD
- CI/CD

### INGRESSO RAPIDO

10/2016 - 10/2017

#### SENIOR ANDROID DEVELOPER

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

01/2014 - 10/2016

#### SENIOR ANDROID DEVELOPER

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

02/2013 - 01/2014

#### ANDROID DEVELOPER

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

first month.

- Android
- Ruby on Rails
- Unit Testing
- TDD
- CI/CD

## MENKI GAMES

*01/2012 - 01/2013*

### DEVELOPMENT INTERN

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.