Eduardo Santos







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Portfolio: http://portfolio-edufelip.vercel.app

Based In: Florianópolis, SC - Brazil

Summary -

Software developer specialized in Android applications. Fluent in English, I've had the pleasure of working in international teams and I'm proud to say that I've received praise everywhere I've been, delivering high-quality work and accumulating not only success but also a wealth of learning experiences and connections with phenomenal professionals.

Professinal Experience -

Android Engineer (Mid Level) - NewFire Global Partners :: Ekohealth Sep/2023 - Ongoing (Consulting) - (Health Technology)

- I joined the EkoHealth app team. This app allows users to connect to the company's digital stethoscope and visualize cardiac and pulmonary signals on their mobile device screens, as well as obtain analyses of these signals and check for the possible presence of atrial fibrillation or murmurs through AI analysis. Therefore, I dealt extensively with the integration of **Native SDK** devices and digital signal processing. It was my first time delving deep into **NDK** and **C++**.
- I developed sets of **automated tests** that simulate user behavior to check if, after each sprint, the app flows continue to function perfectly, and also allow the export of a screenshot report of all the app flows in all 6 supported languages, enabling quick verification of potential UI issues. I used tools such as **Espresso** and **Fastlane** for this purpose. As a result, there was a significant decrease in the occurrence of unwanted crashes after each release.
- I performed event mappings for the **Mixpanel** platform. These mappings were done in an internal project, built in **KMM**, which is consumed and used by Android and iOS apps. With this, we enable the product team to have an increasingly accurate analysis of user behavior.
- I was assigned to improve legacy parts of the app, making refactorings, updating SDK versions used in the project, and updating libraries to keep the project and its submodules always ready to receive Android updates and integrate well with its latest versions.

Mid-Level Android Developer - Kobe Apps :: Decathlon (Consulting) - (Sporting Goods Store)

- I was responsible for the **Checkout, Cart, and Post-sale** parts of the app, dealing with purchase flows, discount coupon insertion, cashback, and related processes. I developed the app's purchase success page, providing users with a very satisfying experience and enabling the triggering of purchase-related events for platforms such as GA4 and Linx, from which we obtained valuable business insights.
- I was in charge of monitoring **Crashlytics** to always maintain a 99% crash-free margin after each release. I was also responsible for app releases using the Verimatrix tool to apply extra security layers to the app.
- I implemented **CMS** showcases on the cart and product detail pages to show more options to the user and increase conversion rates. This resulted in a significant increase in user retention time within the app and also in the average ticket value.
- Throughout my journey, I used tools such as Jetpack Compose, Navigation, RoomDB, Retrofit, GraphQL,
 Firebase Firestore, RemoteConfig, and GitHub Actions. I also dealt with e-commerce tools such as Vtex, Linx,
 Salesforce, and Contentful.

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Based In: Rio de Janeiro - RJ

Mid-Level Android Developer - Hurb (Online Travel Agency)

- I developed the new app Home, which was based on implementing an image carousel similar to Instagram stories but showcasing travel destinations. This resulted in a **40% increase** in conversion and sales of travel packages.
- I gained recognition for quickly resolving issues in **Crashlytics** after the release of each new version, maintaining a bug-free user average of around 99.8% (out of over one million users).
- I participated in migrating the app's authentication page to **Jetpack Compose**, making the code structure conducive to the future implementation of a design system.
- I assisted interns and new developers in the project onboarding process.

Junior Android Developer - InChurch (Apps for churches)

- I was part of managing apps for over 600 churches, extensively using Android **flavors** and also utilizing the **Triplet** tool for mass deployment of updates to these apps.
- I assisted in resolving performance issues and bugs in the app, **reducing build time** by about **60%** and refactoring a lot of legacy code, making project maintenance easier.
- I was also primarily responsible for the children's module within the app. Completely built in **Compose**, this module allows for the management of children's rooms in the church, including actions such as check-in, check-out, and reservation by scanning QR codes in the app, as well as registering guardians. As this module was sold separately, it increased the **company's revenue** by about **20%**.

Web Developer - Freelancer

2 years

- Development of on-demand websites using web technologies such as JavaScript, Node.js, SASS, and JSX
- Management of relational databases (MariaDB, PostgreSQL) and non-relational databases (MongoDB)
- Frequent use of virtual machines (Digital Ocean and AWS EC2) for hosting, along with technologies like PM2 and Docker
- I used Next.js for developing more refined applications, addressing React's indexing issues in search engines

Skills -

- Modularization, TDD, and Clean Architecture
- Jetpack Compose, RoomDB, Navigation, Glance
- Hilt e Koin for dependency injection
- Coroutines, Retrofit, Apollo, RXJava, Kotlin Flow, LiveData
 Firebase Remote Config, RealTime
- Programming Languages: Java, Kotlin, Typescript, C++
- MVVM, MVC, and MVP architectures
- Tests with JUnit, Mockito, Mockk, Espresso
- CI/CD with GitHub Actions and Fastlane
- Pirebase Remote Config, Realtime
 Database, Cloud Messaging, and Social Auth

Education -

Bachelor's degree in Computer Science - Estacio de Sá University Expected Graduation Date: Jun/2025