

LUCAS M. BRAZ

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SENIOR MOBILE ENGINEER/DEVELOPER

Flutter Application Development | Software Engineering | Solution Architecture | Project Management

Analytical professional with 5 years' experience in Flutter development, 10+ in Android, and 12+ in Java. Proven success driving the technical performance of organizations through the design and development of leading-edge Android and Flutter applications, incorporating a wide range of technical tools, technologies, and frameworks.

Proven track record leading projects, developing and training high potential teams and consulting clients to create dynamic and optimized applications consistent with their business needs. Brings enthusiasm and awareness to projects, applying expert judgment and creative ideas to deliver successful projects within time constraints.

Skilled troubleshooter comfortable in managing and maintaining applications and projects in a range of IT environments. Highly instrumental in building user-friendly and easy to use apps along with ability to plan, refactor, and optimize app infrastructure to achieve high availability and performance.

- Software Engineering Processes
- Flutter/Android App Development
- Agile & Scrum Methodology
- Novel Applications Development
- Debugging & Fixing Critical Bugs
- Software Development Life Cycle
- Test Plan Design & Execution
- Git & Continuous Integration
- Continuous Delivery
- Code/Application Refactoring
- Test Driven Development (TDD)
- Java Software Development

PROFESSIONAL EXPERIENCE

FLORENCE SMART HEALTH

Remote

CO-FOUNDER | VP OF SOFTWARE

Feb 2020 – Present

- Defined the architecture of frontend and backend applications
- Guided team on following best practices
- Implemented first versions of the Flutter apps and the backend
- Implemented lambda functions for data analysis using Python and Pandas

HYPERVOLT (contractor)

Remote

SENIOR FLUTTER ENGINEER

Mar 2023 – May 2023

- Analyzed the entire codebase and found problems with the architecture
- Wrote an architectural proposal and oversaw the initial phase of development
- Implemented a new package for managing web socket communication. This package had features like an automatic reconnection, Internet awareness, and backoff strategy, besides following the JSON RPC protocol correctly

ALTRO

Remote

SENIOR FLUTTER ENGINEER

Nov 2021 – Mar 2023

- Advocated about the importance of appropriately handling loading and error states, which turned into a designer/developers effort that improved the app's UX
- Single-handedly implemented CI/CD pipelines, using Github Actions and Fastlane, that resulted in weekly releases, and therefore faster time to market for features and bug fixes
- Mentored junior developers regarding code quality and the importance of unit tests

SPOTIFY

Stockholm, Sweden

SENIOR ANDROID ENGINEER

Mar 2021 – Nov 2021

- Worked remotely on the voice team, responsible for the "Hey Spotify"
- Implemented the audio compression from raw to ogg/opus, which represented a drastic reduction in data usage.
- Integrated the compression library written in C++ with native Kotlin code

FLUTTER ENGINEER AT SOUNDTRAP

Dec 2019 – Mar 2021

- Spearheaded architectural decisions (like migrating from BLoC to MobX) that allowed the team to deliver new features with high performance.
- Proactively implemented a Continuous Integration solution using in-house infrastructure
- Streamlined the release process using Fastlane
- Advocated for the importance of managing tech debt and is in the process of defining guidelines and standards around software architecture and testing practices.

SENIOR ANDROID ENGINEER

Mar 2016 – Dec 2019

- Drove the efficiency of the entire NFT project by developing a fully featured prototype app in only two weeks.
- Facilitate in building a high potential team for company's most important project, which resulted in a substantial increase of about 3.9M active users on a monthly basis.
- Organized multiple squads in the tribe to follow the same architecture and coding standards.
- Act as Test Mentor for the GO Mission, advocating for the importance of testing and helping squads to get certified
- Developed a suite of educational videos which resulted in improving overall onboarding experience of at least 5 android engineers.

SOUNDWAVE (acquired by Spotify)

Dublin, Ireland

CONSULTANT ANDROID ENGINEER

Aug 2015 – Feb 2016

- Managed overall debugging process to maintain the Soundwave app by troubleshooting and fixing critical bugs.

FLEETMATICS

Dublin, Ireland

LEAD ANDROID ENGINEER

Aug 2015 – Feb 2016

- Spearheaded all facets of refactoring the company's main application to a modern architecture, which enabled the application to handle large amounts of data and work offline.
- Conducted effective training programs to mentor teams on code quality and best practices.

SOUNDWAVE

Dublin, Ireland

ANDROID ENGINEER/LEAD ANDROID ENGINEER

Jan 2014 – Aug 2015

- Guided the team in the development of novel applications, which resulted in obtaining two patents for the company.
- Led the overall process of major code refactoring to implement the Clean Architecture, which led to a more robust and testable application and improved app functionality.
- Soundwave app received "Google's Editor's Choice" award for being high quality and innovative.
- Successfully implemented the fully featured tablet version of the app.

WATERFORD INSTITUTE OF TECHNOLOGY (WIT)

Kilkenny, Ireland

ANDROID - JAVA ENGINEER

Jan 2013 – Dec 2013

- Resolved problem of duplicate files across multiple devices and cloud storage services through the development of Android client and the core features of the desktop client ACTIVE.
- Managed overall project of creating an Android app for one of the leading research related European conferences.

E-CORE

Porto Alegre, Brazil

JAVA ENGINEER

Mar 2012 – Dec 2012

- Retained and supported a core call center application for the Transamerica's Pension Plan Administration System.
- Developed all layers of the application using a proprietary Struts-based architecture.

UNISINOS

Porto Alegre, Brazil

LEAD ANDROID - JAVA ENGINEER

Apr 2010 – Dec 2011

- Expertly designed and developed MLEA, an Android client for Moodle which offered a wide variety of features like forum, real-time chat, location-based services, and push notifications.
- Developed the REST backend of the application using Jersey, spring, Hibernate, and MySQL.
- Delivered an extensive support to deployment team based in Panama.

UFAL

Maceió, Brazil

SCRUM MASTER - JAVA ENGINEER

Jan 2009 – Dec 2009

- Directed all activities of a cross-functional team consisting of twelve members while actively contributing to the development of an educational platform based on semantic web technologies (such as software agents and ontologies) using Jade and Protégé.

UFAL

Maceió, Brazil

JAVA ENGINEER

Jan 2007 – Dec 2008

- Expertly designed and developed ForBILE, a framework for building interactive learning environment written in Java

EDUCATION

Master of Science in Applied Computing – University of the Sinos Valley (UNISINOS), São Leopoldo, Brazil

Bachelor of Science in Computer Science – Federal University of Alagoas (UFAL), Maceió, Brazil