



Valter Negreiros

Date of birth: 24 May 1994 | **Place of birth:** Recife, Brazil | **Nationality:** Brazilian |

Phone number: (+55) 81983196747 (Mobile) | **Email address:** valternegreiros@gmail.com |

Instagram: valternegreiros |

Address: Av. Dr. Francisco Correia, 1981 , BL 6 AP 3, Pixete, Res JD Sao Francisco, 54725000, Sao Lourenco da Mata, Brazil (Home)

ABOUT ME

🇺🇸 Staff Software Engineer | Staff Mobile Developer 🇺🇸

10+ years of experience in developing mobile applications for Android (Kotlin) and iOS (Swift), I have built a solid career delivering innovative and scalable solutions. But my journey goes far beyond mobile development.

Over 10+ mobile apps published on Google Play and Appstore, monitored with 99%+ crash-free users and focused on user experience.

Mobile apps migrated from Flutter to Android Kotlin and iOS Swift, and native apps migrated to Flutter.

Created some React Native applications using Expo and Zustand.

Skilled in maintaining large-scale mobile apps, consistently rated 4.5+ stars, serving more than 1 million active users monthly.

🇺🇸 Mobile: Flutter, Dart, Android (Kotlin), iOS (Swift), React Native (Javascript and Typescript)

🇺🇸 Web: HTML, CSS, JS, TypeScript, React, Vue, Angular, Bootstrap, AdminLTE

🇺🇸 Backend: Java, Spring, Kotlin, Node.js, Express, Mongoose, JSON-Server

🇺🇸 Database: MySQL, PostgreSQL, Oracle, MongoDB, Firestore, Realtime Database

🇺🇸 DevOps: Jenkins, Docker, Gradle, GitLab CI, Bitrise

🇺🇸 Cloud & Logging: Firebase, NewRelic, Google Cloud, Google Pub/Sub

🇺🇸 Analytics: UXCam, NewRelic, Grafana, DataDog

WORK EXPERIENCE

STAFF SOFTWARE ENGINEER – JEITTO – Oct 2024 – Current – SAO PAULO, BRAZIL

Working in Multidisciplinary Squads, managing the current application architecture and maintaining the quality of the application, with tools to assess the health and quality of the application code.

Code review for integration with new releases, managing application updates, writing architecture and implementing quality unit tests, increasing test coverage and refactoring the current application.

Technical lectures on technologies, frameworks and concepts regarding the world of Technology.

Architecture development for new product opportunities within the application and new applications.

MOBILE SPECIALIST – JEITTO – Jan 2023 – Oct 2024 – SAO PAULO, BRAZIL

Maintenance and development of new features using Android SDK with Kotlin.

MVVM, Good programming practices, dependency injection, test implementation, state management, code refactoring, etc.

Integrations with financial functionalities through Rest API using Retrofit. Good navigation practices, usability and priority in user experience.

SENIOR MOBILE DEVELOPER | TECH LEAD – JEITTO – 1 Apr 2021 – 1 Jan 2023 – SÃO PAULO, BRAZIL

Maintenance and development of new features using Android SDK with Kotlin.

MVVM, Good programming practices, dependency injection, test implementation, state management, code refactoring, etc.

Integrations with financial functionalities through Rest API using Retrofit. Good navigation practices, usability and priority in user experience.

CO-FOUNDER | CTO | TECH LEAD – DVIT SOLUTIONS – Feb 2018 – Apr 2021 – RECIFE, BRAZIL

Developed applications for Android, iOS, and Web, using native technologies such as Kotlin for Android, Swift for iOS, and modern frameworks like Angular, Vue, and React for Web.

Implemented scalable and high-performance backends using Java with Spring and Node.js with Express, ensuring seamless integration with applications and meeting each client's specific needs.

Selected and implemented databases based on client requirements, utilizing MongoDB, MySQL, PostgreSQL, Oracle, Firestore, and Realtime Database to ensure data scalability and security.

Directly impacted clients' businesses, delivering effective solutions that helped them achieve their goals. As a result, I was highly recommended internationally for the projects I developed.

Implemented a custom abstraction of the Android Camera SDK for a KYC (Know Your Client) workflow, solving compatibility issues and ensuring efficient error handling.

Integrated third-party SDKs for authentication, payments, monitoring, and other advanced functionalities, ensuring application security and efficiency.

Developed and maintained custom libraries for Flutter, making them available via Flutter Packages and Channels to optimize development and code reusability.

Managed the entire application lifecycle, including publishing, updating, and maintaining apps on the Google Play Store and Apple App Store.

Automated DevOps processes using Docker and GitLab CI, optimizing development pipelines and enabling continuous deployment.

Developed medium- and large-scale applications, ensuring scalability on cloud servers and enabling internal client teams to maintain the delivered solutions.

Trained professionals to manage the delivered applications, ensuring that scalability, infrastructure, and DevOps were sustainable in the long run while maintaining the software's quality and reliability.

JAVA WEB DEVELOPER – MONTREAL OFICIAL – Sep 2016 – Mar 2018 – RECIFE

Developed end-to-end projects for the Pernambuco State Health Department, from planning to final delivery, ensuring that the software was delivered on time and with the expected quality.

Implemented new features following the MVC architecture, using Java (Spring, Hibernate, HQL) for the back-end and technologies like Bootstrap, JSP, AngularJS, JQuery, HTML5, CSS3, and ECMAScript 6 for the front-end.

Managed and optimized the PostgreSQL database, designing and structuring tables to improve performance and data integrity.

Modernized the version control process, migrating the code from SVN to Git, enhancing developer collaboration and version tracking.

Automated the CI/CD process with Jenkins, setting up a local pipeline to automatically deploy applications on the department's Apache server, reducing manual errors and deployment time.

Used automation tools like Maven and Gradle, ensuring better dependency management and efficient builds.

Worked on optimizing web application performance, ensuring stable and secure operation within the department's infrastructure.

TEST ANALYSIS - ORUBE TECNOLOGIA - 1 Jul 2015 - Aug 2016 - RECIFE, BRAZIL

Achieved 95% test coverage for end-to-end, functional, and automated tests using Selenium, ensuring full validation of critical workflows in GGAS, a Brazilian public software.

Developed and maintained a test automation framework using Selenium WebDriver and JUnit 4, enabling efficient execution of UI and business logic integration tests.

Automated test execution with Gradle, integrating it into the CI/CD pipeline in Jenkins, ensuring that all validations were performed automatically with each build.

Significantly improved software quality, reducing production failures and accelerating delivery time by minimizing rework and late bug detection.

Collaborated with development and QA teams, enhancing test strategies and implementing best automation practices to maintain system reliability.

Implemented automated regression testing, ensuring stability of existing functionalities whenever new updates were deployed.

Reduced test execution time by 47%, optimizing scripts and adopting parallel execution for Selenium tests.

● EDUCATION AND TRAINING

SEP 2014 - 21 JUL 2021 Recife, Brazil

SYSTEMS ANALYSIS AND DEVELOPMENT Instituto Federal de Pernambuco - IFPE - Campus Recife

Website <https://portal.ifpe.edu.br/recife/>

● LANGUAGE SKILLS

Mother tongue(s): **PORTUGUESE**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
SPANISH	B2	C1	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DRIVING LICENCE

Driving Licence: B

● PROJECTS

1 MAR 2022 - CURRENT


Termo Jogo de Palavras

Word Game inspired by WORDLE - Flutter (Android & iOS)

I developed a word game for Android and iOS using **Flutter**, starting as an **MVP (Minimum Viable Product)** and evolving into a widely popular app in Brazil.

 **Results:**

 **1M+ downloads**

 **4.5+ reviews**

 **40K+ concurrent daily users**

📈 **USD 20,000+ revenue in 2 years** through monetization with **Google AdMob** and **In-App Purchases (IAP)** to remove ads.

📈 The project continues to grow, engaging thousands of players daily, proving how a simple yet well-executed idea can achieve large-scale success.

Available on **Google Play**: [Termo](#)

Link <https://play.google.com/store/apps/details?id=isaac.valter.termo>

● HONOURS AND AWARDS

6 DEC 2016

Award in the EXACT AND EARTH SCIENCES – CONNEPI

I was awarded **THIRD PLACE** in the EXACT AND EARTH SCIENCES area, BANNER modality, at the XI North-East Congress of Research and Innovation (CONNEPI), held from December 6 to 9, 2016, in the city of Maceió, Alagoas.

● PUBLICATIONS

2016

Scientific research with published article

Techniques and Tools for Software Unit Testing in Systems Stored on the Brazilian Public Software Portal

“Técnicas e Ferramentas de Testes Unitários de Software em Sistemas Armazenados no Portal de Software Público Brasileiro”

Valter Negreiros, 2016, IFPE

Authors: Valter Negreiros, Arthur Carvalho, José Roberto de Alencar | **Journal Name:** IFPE | **Publisher:** IFPE | CONNEPI | IFAL

● SKILLS

debug software | analyse software specifications | use object-oriented programming | use markup languages | iOS | work as a team | understand written English | interact verbally in English | understand spoken English | JavaScript | Android (mobile operating systems) | CSS | database management systems | think analytically | object-oriented modelling | integrated development environment software | NoSQL | SQL | MySQL

● HOBBIES AND INTERESTS

Game Development | Unreal Engine | C++ | Unity | C#

My main hobby and personal interest is **game development**, where I enjoy designing systems, experimenting with gameplay mechanics, and building interactive experiences.

I am particularly interested in using **Artificial Intelligence to assist software development**, exploring modern AI-powered tools that improve productivity, code quality, and creativity during the development process.

In my personal projects, I frequently experiment with AI-assisted development environments such as **Anti Gravity** and **Claude Code**, using them to accelerate prototyping, automate repetitive tasks, and explore new approaches to problem solving in programming.

This combination of **game development and AI-assisted programming** allows me to continuously learn new technologies while creating innovative and efficient development workflows.