

# Lucas Santos

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## Summary

Software Engineer with over 3 years of experience, specializing in Flutter, Typescript, and Node.js. Passionate about learning new technologies and dedicated to finding optimal solutions. Committed to excellence in writing and reviewing code to ensure high-quality software delivery. Experienced in full-stack development, cross-platform mobile development, and embedded systems.

## Highlights

- Over 3 years of experience working remotely, demonstrating strong skills in asynchronous communication, self-management, and team leadership, contributing to successful project outcomes in an empowering work environment.
  - Extensive experience and expertise in Git and code review processes, ensuring high code quality and version control.
  - Created boilerplates for **Node.js** with **REST**, **Node.js** with **GraphQL**, **Flutter** with **Bloc**, **Flutter** with **Getx**, and **Android** with **Jetpack Compose**, significantly reducing project setup time and ensuring consistency across applications.
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## Professional Experience

**ProFUSION Mobi, Campinas, Brazil. Remote**  
*Software Engineer*

**10/2021-Present**

- Led the technical onboarding process for new contributors, providing guidance and support to ensure a smooth and efficient integration into the company's workflow.
- Actively mentored junior team members, fostering their professional growth and enhancing their technical skills through periodic feedback and knowledge sharing.
- Played a pivotal role in the creation of a robust server for the investment sector, integrating financial products such as Fixed Income and Investment Funds, utilizing **GraphQL**, **TypeScript**, and **Node.js**. This integration contributed to the company's acquisition for over 200 millions dollars.
- Participated in integrating an augmented reality experience at a major festival, using **Flutter** with **Provider** and **Unity** to develop a mobile application, resulting in over 200k downloads on iOS and Android platforms.
- Collaborated with a leading car manufacturer to develop apps for the car's multimedia system using **TypeScript** and **Node.js**, and refactored **JavaScript** code to **TypeScript**, improving code quality and maintainability.

**Megaleios, São Paulo, Brazil. Remote**  
*Mobile Developer*

**06/2021-10/2021**

- Led projects from conception to delivery, creating new features for live apps and developing apps from scratch. Worked in various sectors, including real estate, hardware retail, and entertainment, using Flutter and React Native.

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## Personal Projects

### Never Have I Ever (App)

- Developed a social game app with Flutter and Bloc, boasting over 10k downloads, offering over 400 engaging questions for fun with friends.

### Virus informs (App)

- Developed 'Virus Informs' app with Flutter, delivering simplified, real-time covid-19 updates for towns. With nearly 1k downloads, it keeps users informed and vigilant, right from their phones.

### Devfolio (Website)

- Developed a portfolio designed to showcase professional information such as the companies I've worked for and the projects I've participated in, primarily for people in technology-related fields. React with Gatsby were used for this project.

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## Education

Bachelor of Computer Science, 2022

Federal University of Itajubá, Itajubá - MG, Brazil