



Hugo Monteiro Bedford

Senior Flutter Software Developer

SUMMARY

Software engineer with 5+ years of experience specializing in Flutter development, adept at leading teams, and establishing development standards. Proven track record in architecting and deploying mobile apps with complex functionalities, including synchronous video players, multiple themes for whitelabel solutions, and comprehensive content management systems. Skilled in creating robust CI/CD pipelines (Codemagic, GitHub Actions) and implementing security measures aligned with backend infrastructures. Proficient in native plugin development across Kotlin, Java, Swift, and JavaScript. Educational background includes ongoing studies in Analysis and Systems Development, with strong problem-solving and team leadership abilities.

TECHNICAL SKILLS

Main Technical Skills	Facebook Auth, Dart, Kotlin, MVVM+Rx, GraphQL
Programming Languages	Dart, Kotlin
Python Libraries and Tools	Graphene
Android Libraries and Tools	Kotlin
Mobile Frameworks and Libraries	OneSignal
Databases & Management Systems / ORM	PostgreSQL, SQLAlchemy
Methodologies, Paradigms and Patterns	Agile, Scrum
Deployment, CI/CD & Administration	Codemagic
SDK / API and Integrations	Facebook Auth, GraphQL
Version Control	Git

WORK EXPERIENCE

Tech Lead | Flutter Software Developer , Cursology

Duration: December 2021 - February 2024

Summary: Development of the Cursology application with a modularized approach, multiple video players, and white-label support for different themes.

Responsibilities: Architecting the application, creating a modular design, developing multiple video player functionalities, developing CI/CD pipelines

Technologies: Flutter, iOS, Android, Chromecast, Github Action, Codemagic

Tech Lead | Flutter Software Developer, O Exército

Duration: January 2023 - February 2024

Summary: Development of O Exército application featuring Instagram-style stories and content management, along with a web application architecture.

Responsibilities: Application development, design of pipelines, database design for chat, notifications system, architecture of web application, mentoring and business rules validation

Technologies: Flutter, iOS, Android, GraphQL, Firebase, OneSignal

Software Developer Flutter, UNHIDE School APP

Duration: January 2022 - September 2022

Summary: Architecture and implementation of UNHIDE School APP with a DRM player and additional functionalities.

Responsibilities: Architecting the application, feature implementation, native integration with VdoCypher

Technologies: Flutter, iOS, Android, VdoCypher

Tech Lead | Flutter Software Developer, Boatlux

Duration: January 2022 - May 2023

Summary: Development of Boatlux applications for mobile and desktop/web with features including reservation management and financial management.

Responsibilities: Application architecture, feature implementation, management system for boats and financials, deployment and testing pipeline

Technologies: Flutter, iOS, Android, Web/Desktop, GitHub Actions, Codemagic

EDUCATION

- **Analysis and Systems Development**

UVA (University of Veiga Almeida)

2022 - Present

- **Computer Technician**

5 de July School, Itaguaí, RJ - Brazil

2013

