Hugo Monteiro Bedford
Senior Flutter Software Developer | Tech Lead

SUMMARY

Software engineer with 5+ years of experience, specialized in Flutter development and project architecture. Core competencies include mentoring Flutter teams, setting development standards, and implementing CI/CD pipelines. Impressive track record of creating applications using MVVM, GraphQL, RestAPI, and a range of other technologies like Firebase and Chromecast, with experience in developing native plugins with Kotlin, Java, Swift, and JavaScript. Demonstrable expertise in enhancing the performance of legacy projects and modularizing project structures. Education includes ongoing studies in Analysis and Systems Development and a background in Computer Technology. Highly skilled in front-end development, database design, DevOps practices, and mastering various programming languages. Proficient in applying Agile principles and proven problem-solving abilities, coupled with strong leadership and mentoring skills.

TECHNICAL SKILLS

Main Technical Skills	Dart (5 yr.), Kotlin (3 yr.), GraphQL (3 yr.), MVVM+Rx (3 yr.)
Programming Languages	Dart (5 yr.), Java (3 yr.), Kotlin (3 yr.)
UI Frameworks, Libraries, and Browsers	Chrome Extensions (3 yr.)
Python Libraries and Tools	Graphene, pytest
Android Libraries and Tools	Kotlin (3 yr.)
Mobile Frameworks and Libraries	OneSignal (1 yr.), Push notifications (3 yr.)
JavaScript Frameworks	React
Databases & Management Systems / ORM	PostgreSQL, Redis, SQLAlchemy
Methodologies, Paradigms and Patterns	Agile (3 yr.), Scrum (3 yr.)

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Deployment, CI/CD & Administration	CI/CD
Version Control	Git
SDK / API and Integrations	GraphQL (3 yr.)
Project Management & Administration	Project Management (3 yr.)
QA, Test Automation, Security	pytest
Mail / Network Protocols / Data transfer	WebSockets (3 yr.)
Other Technical Skills	Team Leadership (3 yr.)

WORK EXPERIENCE

Tech Lead | Software Developer Flutter, Cursology

Duration: December 2021 - February 2024
Summary: Architected and developed a modular application for course management that supports various video players and configurable themes.
Responsibilities: Led Flutter team, coordinated task estimates, architected whitelabel solution
Technologies: Flutter, IOS, Android, MVVM, GitHub Action, Codemagic, GraphQL, RestAPI, Websocket, Push Notification, Firebase

Tech Lead | Software Developer Flutter, O Exército

Duration: January 2023 - February 2024
Summary: Developed a comprehensive social content sharing app with video/ image stories, posting capabilities, chat functionality, and business rule validation.
Responsibilities: Architected web application, mentored team, designed database and CI/CD pipelines
Technologies: Flutter, IOS, Android, GraphQL, Firebase, OneSignal

Software Developer Flutter, UNHIDE School APP (discontinued)

Duration: January 2022 - September 2022
Summary: Architected an application with a native DRM player integration and additional minor functionalities.
Responsibilities: Led architectural design and implementation of DRM integration
Technologies: Flutter, IOS, Android, VdoCypher

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Tech Lead | Software Developer Flutter, Boatlux

Duration: January 2022 - May 2023
Summary: Implemented a feature-rich mobile application and desktop/web application for boat reservation and financial management.
Responsibilities: Architected system, implemented features, developed CI/CD pipelines, mentored team
Technologies: Flutter, IOS, Android, Web/Desktop, GitHub Actions, Codemagic

EDUCATION

- **Analysis and Systems Development**
  2022 - Present
- **Computer Technician**

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