THOMÁS HORTA

Senior Software Engineer

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OBJECTIVE

Passionate about creating top-notch products, I seek a position aligned with my values and aspirations.

With extensive experience in Software Engineering, primarily focused on Android, I am open to opportunities in mobile, while also being interested in frontend, backend and game development roles. My goal is to leverage my versatile skill set to contribute to meaningful projects while continuously exploring and expanding my expertise.

SUMMARY

- Software Engineer with over 8 years of experience across different tech industries.
- Large experience with Android Development, having contributed to applications of all sizes used globally.
- Extensive local and international experience, leveraging native Portuguese and fluent English skills.
- Passionate about continuous growth and improvement to deliver high-quality, well-made, impactful products.
- Eager to understand things at the deepest level of detail, being often recognized as a technical reference.
- Focused on product and client needs to drive informed decisions and propose meaningful enhancements.
- Known for being a fast learner, leading by example, and approaching new challenges proactively.
- Dedicated team player, always eager to assist colleagues, mentor, and learn from others.
- Excellent communication skills, effective in real-time and async, with both technical and non-tech audiences.

EDUCATION

Associate Android Developer by Google	2017
Java for Web Development by Caelum/Alura	2016
Electrical and Computer Engineer by FEI (Brazil) / University of Rochester (USA)	2014

WORK EXPERIENCE

AUTOMATTIC

Company behind WordPress, WooCommerce, and others. On a mission to democratize publishing and commerce.

Senior Android Software Engineer (remote)　　　　　　　　　　　　　　　　11/2022 - 06/2024

Responsible for building product features related to the Reader experience, blog post suggestions, and social network integrations in the WordPress and Jetpack Android apps, with 300K+ MAUs and 4.6+ stars rating.

- Utilized modern Android development practices including Kotlin, Coroutines, Flows, MVVM, Room, Jetpack, unit testing, and dependency injection, and advocated for Compose usage in new features.
- Led and worked on feature initiatives, such as Reader custom themes, making technical decisions and collaborating with Backend and Design teams to define technical requirements and UI specs.
- Actively contributed to quality initiatives, acting as a reference for debugging and resolving complex issues, reviewing major pull requests, and keeping the app's crash-free user rate over 99.7%.
- Ensured application stability during release rotations, running smoke and regression testing, coordinating with other product teams, and monitoring crash rates and user reviews with tools like Sentry and AppFigures.
- Coordinated asynchronously with globally distributed team members across time zones, using Slack, GitHub, and internal tools, thriving in this remote environment with a culture of written communication.

HOMER (BEGIN LEARNING)

Ed Tech startup company, crafting amazing experiences to help kids learn and become enthusiastic learners.

Senior Android Software Engineer (remote)   07/2021 - 08/2022

Responsible for improving and delivering high-quality features in the flagship Learn & Grow Android app, a kid-facing learning platform with videos and interactive lessons, with over 1 million downloads.

- Contributed to app code and internal framework libraries for user management, lesson playing, and analytics, using Kotlin, Jetpack libraries such as Navigation and Room, Coroutines, Flows, and Apollo GraphQL client.
- Increased test coverage by 20% by introducing unit testing practices, writing a Bitrise CI step to report coverage (in Golang), and sharing knowledge via tech talks, leading to a quality-oriented team culture.
- Served as the Android tech reference, participating in business discussions, reviewing code, proposing solutions, and contributing to cross-platform initiatives, such as the passwordless authentication flow.
- Led the introduction of Jetpack Compose, ensuring interoperability with existing code.

ZUP INNOVATION

Tech company and software house specialized in the banking industry, a subsidiary of the largest bank in Brazil.

Specialist Android Software Engineer (remote)   05/2021 - 06/2021

Responsible for leading the groundwork execution for a multi-repo modularization initiative on a large-scale mobile bank app with 4.8 stars rating and over 10 million downloads, serving as technical lead.

- Planned project tasks, defined initial architecture, and led a small team implementing initial common libraries.

Senior Android Software Engineer (remote)   09/2020 - 04/2021

Responsible for maintaining and enhancing the pre-paid card feature on a large-scale mobile bank app, being the point of contact for Android development in our 7-person cross-functional Agile squad.

- Used best practices, Kotlin, clean MVVM architecture, and code reviews for delivering high-quality code.
- Contributed to user-facing product decisions as well as internal SDK development, like the Design System lib.
- Became a technical reference, mentoring a junior Android coworker and assisting in cross-squad initiatives.

DEXTRA

Software house providing services to a wide variety of local and global clients in several industries.

Android Software Developer (Brazil, hybrid)   07/2019 - 08/2020

Responsible for accelerating the digital transformation of clients through high-quality Android app development in different areas, such as telecom, sports news, crowdfunding, and currency exchange.

- Delivered features using technologies such as Java, Kotlin, Retrofit, Apollo, Coroutines, RxJava, and Dagger.
- Learned more about Agile, Design Patterns, MVP, MVVM, and SOLID concepts through hands-on experience.
- Improved testing skills in JUnit, Espresso, Mockito, and MockK through guidance from a dedicated mentor.
- Shared Android knowledge through mentorship and tech talks, and also taught Flutter/Dart basics to interns.

ELDORADO RESEARCH INSTITUTE

Research institute and software house providing services to local and global clients in telecom and IT industries.

Software Engineer (Brazil, on-site)   09/2017 - 06/2019

Subject matter expert for Camera and image-related system apps for a smartphone OEM, acting as part of a globally distributed team, and being a major contributor and code reviewer for those products.

- Worked on the system Camera app using Java, C/C++, OpenGL, and an internal state machine architecture.
- Contributed to complex projects, such as camera features for foldables, image/video galleries and editors.
- Introduced Kotlin to Camera and Editor apps, advocating for its usage in new code.

Junior Software Engineer (Brazil, on-site)   03/2016 - 08/2017

Responsible for maintaining internal image sharing tools across backend, web, and Android in a small team.

- Used Java/JSP, Hibernate, and servlets hosted on GCP, with JS and jQuery for web, and Java for Android.