Luan Albineli Pinto

Senior Mobile Engineer

luan.albineli@gmail.com +351930540821 Porto/Portugal luanalbineli.com

Profile

I'm a versatile Mobile and Front-End Web Developer with over 15 years of experience building applications across various platforms. I have deep expertise in mobile development using Flutter and Android, along with front-end technologies such as React and AngularJS.

Recently, I expanded into Full Stack development, working with the PERN stack (Postgres, Express, React, Node.JS) and Typescript.

Experience

07/2025 – Present
Remote, Portugal

Senior Mobile Engineer (Full-time)

TUI

Currently working on the M3 mobile project (TUI Blue, TUI Magic Life and Robison).

- ***Technologies:*** Flutter, Dart, BloC.

02/2025 – 06/2025
Remote, Portugal

Senior Mobile Engineer (Contractor)

Innovagency

Worked on a wellbeing app to improve physical and mental health in workplaces.

• Fixed critical technical issues related to asynchronous programming, authentication and webviews, preventing users from losing their sessions.
• Took full ownership of the project, working directly with back-end developers and product owners.

- ***Technologies:*** Flutter, Dart, Riverpod.

09/2022 – 06/2024
Remote, Portugal

Senior Mobile/Full Stack Engineer (Full-time)

Stuart

Started as a Mobile Engineer, working on the couriers' app. In mid-2023, I switched to a Full Stack role using the PERN stack and TypeScript.

- Implemented the app's menu redesign, to improve its usability.
- Increased the delivery's security, implementing the dynamic pin-code (over the static implementation) at the package's drop-off.

- Worked on a script to fetch data from Intercom and generate some JSON files used by the app, using Fastlane + Ruby + Jenkins.
- Seamlessly transitioned to a Full Stack role, taking ownership of a few Node.JS apps, used by couriers and Ops team.
- Fully migrated one of the Node.JS apps from EC2 to Kubernetes, writing documentation with a how-to for apps with Front-End.

- ***Technologies:*** Flutter, Dart, GraphQL, React, Node.js, Express, Typescript, HTML, CSS, Javascript, Postgres, EC2, Kubernetes.

07/2021 – present
Remote, Anywhere

Senior Mobile Engineer (Side project)

RoE Handbook

I'm currently developing a mobile toolset for a game I used to play, Rise of Castles (AKA Rise of Empires), using Flutter, Dart, BloC and Clean Architecture. It's available for Android and iOS.

- Over 400 commits.
- 6k monthly active users.
- 99.5% crash free users, on both platforms.
- In-App purchases implemented using RevenueCat, with more than 900 active subscribers.

- ***Technologies:*** Flutter, Dart, BloC, Firebase, RevenueCat, AdMob.

08/2021 – 08/2022
Remote, Brazil

Senior Mobile Engineer (Full-time)

Iteris

At Iteris I was allocated to the Fiserv mobile team. It was a sales management application (credit card sales, receipts and payments, reports). There I had the opportunity to introduce BloC, Clean Architecture and Unit Tests, to enhance code quality and maintainability. It was built using Clean Architecture and the MVC pattern.

- ***Technologies:*** Flutter, Dart, BloC, MVC.

12/2020 – 08/2021
Remote, Brazil

Senior Mobile Engineer (Full-time)

EBANX

I was responsible for the "beep" ticket sales system applications. The system consisted of two apps: a QR Code reader built on Android for validating tickets, and a ticket sales app developed with Flutter. The sales app, used by stores to issue tickets, was architected with BloC, get_it + injectable for dependency injection, and integrated GraphQL and sqflite among other libraries.

- ***Technologies:*** Flutter, Dart, BloC, Android, Kotlin, GraphQL.

03/2020 – 09/2020
Remote, Brazil

Senior Mobile Engineer (Full-time)

Granter

I worked on the "Meu Lote" application, transforming the messy legacy code into a well-structured system. We utilized the MVVM pattern along with Architecture Components such as Data Binding, LiveData, Room, ViewModel, and WorkManager to sync the data. The project was built using Kotlin + Coroutines and Dagger 2 for dependency injection. Unit tests were built with JUnit and MockK, while instrumented tests were performed using Espresso and Mockito.

- ***Technologies:*** Android, Kotlin, Coroutines, Dagger 2, Architecture Componentes, JUnit, MockK, Espresso, Mockito.

10/2018 – 03/2020
Florianópolis, Brazil

Senior Mobile/Front-End Web Engineer (Full-time)

Assas Money (AKA Code Money)

I worked on both Android applications of our product: one for customers and one for stores. The customer app was rewritten using the MVVM architecture, incorporating a set of tools such as Architecture Components (Data Binding, Lifecycles, LiveData, Room, ViewModel, and WorkManager), Dagger 2, and Coroutines, with Kotlin as the main language. Unit tests were implemented with JUnit and MockK, while instrumented tests were conducted using Espresso and Mockito. The store app was initially developed with a messy MVP structure but was later rewritten using Flutter and the BloC pattern. Additionally, I contributed to the web system used by stores, which was implemented with React, Redux, Sagas, ES6, and Styled Components.

- ***Technologies:*** Android, Kotlin, MVVM, Architecture Components, Dagger 2, Coroutines, JUnit, MockK, Espresso, Mockito, Flutter, Dart, BloC, React, Redux, Javascript, HTML, CSS, Styled Components.

11/2016 – 09/2018
Blumenau, Brazil

Senior Android/Front-End Web Developer (Full-time)

Ambev Tech

- ***Technologies:*** Android, Kotlin, MVP, Javascript, React, Redux, ES6, HTML, CSS, Styled Components.

11/2015 – 11/2016
Blumenau, Brazil

Senior Front-End Web Developer (Full-time)

Senior Sistemas

- ***Technologies:*** AngularJS (1.x), Javascript, HTML, CSS, SASS.

08/2015 – 11/2015
Remote, Brazil

C# Winforms Developer (Contractor)

Freelancer

- ***Technologies:*** C#, Winforms

04/2015 – 08/2015
Blumenau, Brazil

Senior Front-End Web Developer (Full-time)
Hi Platform
- ***Technologies:*** AngularJS (1.x), Javascript, HTML, CSS, Ruby, Rails.

04/2014 – 04/2015
Blumenau, Brazil

Senior Mobile Developer (Full-time)
Senior Sistemas
- ***Tecnologies:*** Android, Java, Ionic (1.x), AngularJS (1.x), Javascript, HTML, CSS, SASS.

12/2012 – 04/2014
Blumenau, Brazil

Mobile Developer (Full-time)
Ambev Tech
- ***Technologies:*** PhoneGap, Cordova, Android, Java, Javascript, HTML, CSS, SASS.

06/2008 – 12/2012
Blumenau, Brazil

Web Developer (Full-time)
Ambev Tech
- ***Technologies:*** ASP.NET, C#, Javascript, HTML, CSS.

Skills

Language & Frameworks: Flutter, Dart, Typescript, JavaScript, React, Node.js, GraphQL, Android, Kotlin.

Architecture & Patterns: BloC, Clean Architecture, SOLID, MVC, MVVM, MVP.

DevOps & Tools: GitHub Actions, Jenkins, Fastlane, Docker, Grafana.

Testing: Mockito, JUnit, Espresso, MockK.

Other tools: Git, GitHub, Bitbucket, Jira, Figma, Android Studio, VSCode, Swagger, Postman.

Education

Udacity Brazil
Android Developer Nanodegree

ILAC Toronto
High Advanced English

IFC Blumenau (expired, lacked final paper for completion)
Technologist in Systems Analysis and Development