Brenner Ferreira

Mobile Engineer — Flutter, React Native, native iOS and Android

Brazil (UTC−3), remote since 2022 · **contact@brennerferreira.com** ·
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Summary

Mobile engineer with 5 years of shipping production apps on iOS and Android, fully remote and used to working async across time zones. Sole mobile engineer for 3+ years on a creator-economy app that grew from 300k to 1.5M+ users, where I led a custom native video player from planning to release. Also built the security foundation of a digital payments account app in React Native. I care about testing, clear documentation and incremental, low-risk delivery.

Experience

Kiwify — Mobile Software Engineer

Remote · Feb 2022 – Nov 2026

Creator-economy and payments platform. I worked on two apps: the main Flutter app for sellers and students, and Kiwify Conta, a digital payments account app in React Native.

Kiwify app (Flutter), 2022–2026

- 4+ years on the app, 3+ of them as the sole mobile engineer, while users grew from 300k to 1.5M+: ~4,700 commits (~75% of the codebase history) and 140+ store releases.
- Led a custom native video player end to end, from planning to release, on ExoPlayer and AVFoundation: quality selection, next-video warm-up, Chromecast and AirPlay, picture-in-picture, background audio and a data-saving mode.
- Rolled the player out gradually through remote config, controlling which users had access and widening it as it proved stable.
- Built native Swift/Kotlin plugins for background offline downloads (WorkManager, URLSession) and lock-screen media controls.
- Built the testing culture from scratch: 800+ test files, full-app integration tests, CI coverage on every pull request and custom lint rules.
- Led an incremental migration from a monolith to Clean Architecture feature packages, plus upgrades to null safety, Flutter 3, Dart 3 and Material 3, while a growing team shipped in the same codebase.

- Localized the app into English, Spanish and Portuguese and built sales, finance and payment flows for international sellers.
- Added Datadog observability, feature flags, a remote rollback mechanism and tablet layouts; wrote the architecture, testing and AI-agent guides the team works from.

Kiwify Conta (React Native), Aug 2025 – Nov 2026

- One of the main engineers on a digital payments account app: PIX, boleto, individual and company KYC, receivables, Tap to Pay and multi-user approvals.
- Took it from prototype to production: native builds with dev/prod variants, Codemagic pipelines to TestFlight and Google Play, Jest and secure authentication.
- Created the app's security SDK in Swift and Kotlin: hardware-backed device registration (App Attest, Play Integrity), proof-of-possession request signing, biometric-protected storage and emulator detection.
- Designed and built a server-driven UI engine with schema validation, versioning and a rules engine, so product teams ship screens without an app release.
- Upgraded to Expo SDK 55 and React Native 0.83 on the New Architecture, and reduced memory usage through heap-snapshot profiling.

Escribo — Software Developer

Sep 2021 – Jan 2022

- Built a Flutter educational app for children aged 3–6 on Android and iOS, with a modular Clean Architecture supporting white-label versions.
- Implemented multi-threaded downloads for offline play and embedded JavaScript games through WebViews.

Espirito Santo State Department of Education — Physics Teacher

Sep 2018 – Sep 2021

- Taught high-school physics, building strong communication and mentoring skills.

Skills

- **Cross-platform:** Flutter, Dart, React Native, Expo, TypeScript, BLoC, TanStack Query
- **Native:** Swift, Kotlin, ExoPlayer, AVFoundation, WorkManager, URLSession
- **Mobile security:** App Attest, Play Integrity, request signing, biometrics, secure storage
- **Architecture:** Clean Architecture, modular codebases, server-driven UI

- **Delivery:** automated testing, CI/CD (Codemagic), Datadog, Firebase, feature flags, staged rollouts
- **AI-assisted development:** coding agents, skills and lint guardrails for team standards

Education

- **Federal University of Espírito Santo (UFES)** — Licentiate degree in Physics, 2012 – 2017
- **Resilia Educação** — Computer Programming, 2021 – 2022

Languages

- **Portuguese:** native
- **English:** fluent