

ADAM LAMOGLIA RAMMENSEE

SENIOR MOBILE DEVELOPER

ABOUT

Experienced Mobile Developer and early adopter of Flutter since 2019, with a focus on building scalable, high-performance, and maintainable applications. **Majored in Computer Sciences**. Passionate about clean code, best development practices, and creating exceptional user experiences. Flutter Pioneer: **Among the first developers globally to adopt Flutter**, specializing in building production-grade apps with seamless cross-platform performance. Focused on writing clean, readable, and maintainable code, ensuring long-term project health and efficient team collaboration. Skilled in using modern architectures like BLoC, Modular, and others to build flexible, testable, and scalable applications. E-commerce Expertise: Developed apps for some of Brazil's most iconic retail brands, integrating complex cart flows, payment systems, and personalized user experiences on top of VTEX and Firebase ecosystems. Key contributor to mobile games that collectively reached 5M+ downloads, including titles ranked among Google Play's top apps, such as Rabbit (2nd place in App of the Year 2021) and Farm vs Aliens, which was selected for Google Play Pass. Led and supported the development of features that enhanced user retention, reduced code complexity, and ensured robust state management. **Tools:** Front-end (Dart, Flutter, Unity, HTML/CSS, C#, javascript, Swift, Android), Back-end (Spring Boot, Kotlin, C#, C/C++, PHP, R, Java), Data Stores (Sequel Ace, MongoDB), Operating Systems (Ubuntu, Mac OS, Windows), Firebase, Google Cloud Computing, GameAnalytics, Postman.

INFORMATION CONTACT

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FOREIGN LANGUAGES

- English - Advanced
- German - Intermediate

ACADEMIC BACKGROUND

- Bachelor's Degree in Computer Science - UFBA JUL - 2016 – JAN 2022

CERTIFICATES/EXTRACURRICULAR ACTIVITIES

UFBA

Computational Intelligence and Optimization (academic experience)
07/2016 - 07/2018

I contributed to a project focused on the development of heuristics and metaheuristics for route optimization in capacity-constrained vehicles. This experience honed my problem-solving skills and deepened my understanding of algorithms and optimization techniques. During this project, I worked with C++ and R to implement optimization models and analyze data.

EXPERIENCE

KOBE APPS (MAIN CLIENTS: FAST SHOP, AMERICANAS, VIVARA, CACAU SHOW)

Senior Flutter Developer
05/2025 - present

- Developing and maintaining mobile apps for major retail brands** such as Americanas, Fast Shop, Cacau Show, Crocs, Umbro, Vivara, among others;
- Responsible for implementing core e-commerce features** including cart and checkout flows, payment methods, login and user account, and personalized promotions;
- Integrated mobile apps with VTEX APIs** and internal middleware using REST and GraphQL, ensuring performance, consistency, and scalability;
- Use of Remote Config and Firebase services** (Analytics, Messaging, Crashlytics) to enable real-time updates, A/B testing, push notifications, and user behavior analysis;
- Working within agile squads alongside designers**, backend developers, QAs, and product managers, contributing to planning, architecture decisions, and code reviews;
- Focused on performance optimization**, reusable UI components, animations, and writing modular and testable code following clean architecture and best practices.
- Technologies:** Flutter, Dart, Firebase, Postman, Figma, VTEX API, GitHub Actions

LINGOPHANT

Senior Flutter Developer
11/2025 - 04/2026

- Re-architected the entire application using Clean Architecture and BLoC**, ensuring a modular, testable, and scalable codebase;
- Migrated legacy data from native SQLite/CoreData structures** to a new Flutter-based persistence layer, preserving user progress and learning history;
- Implemented complex features including audio recording with waveform visualization**, phrase management, and spaced-repetition learning logic;
- Integrated REST APIs and handled asynchronous data flows with performance-focused strategies** (parallel requests, caching, lazy loading);
- Designed and implemented background processes and synchronization flows** to ensure data consistency across sessions;
- Optimized app performance, reducing load times and improving UI responsiveness** across key user flows;
- Set up production-ready infrastructure including environment configuration**, error tracking (Sentry), and analytics;
- Collaborated closely with product stakeholders to refine UX** and ensure feature completeness across iOS and Android.

Technologies: Flutter, Dart, BLoC, SQLite, REST APIs, Sentry, Firebase

GAUDIUM

Senior Mobile Developer
03/2024 - 05/2025

- Developed the complete rewrite of the Machine Passenger App**, a white-label platform for urban mobility companies similar to Uber, ensuring enhanced performance, scalability, and an improved user interface;
- Designed and implemented the app's design system**, establishing a cohesive and reusable structure for UI components;
- Developed and assisted in the implementation of several key features**, including address selection, payment selection, and ride tracking, enhancing the overall user experience;
- Created and updated PHP-based API endpoints**, improving code quality, organization, and performance;
- Integrated services such as Crashlytics** for real-time error tracking, Analytics for monitoring user behavior, and Cloud Messaging for implementing push notifications;
- Technologies:** Flutter, Dart, Android, PHP, Firebase, Sequel Ace, Postman, Figma

BLU STUDIOS

Lead Mobile Developer
05/2021 - 03/2024

- Contributed to the complete rewrite of Cups** - Water Sort Puzzle from Flutter to Unity, optimizing gameplay mechanics and performance to enhance user experience and ensure smoother performance across platforms;
- Developed key features for Rabbit**, a habit-tracking app that has over 4 million downloads and ranked 2nd as App of the Year in 2021 on Google Play, helping users maintain healthy routines through a unique plant-growing mechanism tied to habit completion;
- Led the development of Save My Pets**: Draw Puzzle, a puzzle game that reached over 1 million downloads, focusing on strategic gameplay where players draw lines to protect pets from bees, ensuring engaging and challenging experiences;
- Led the development of Farm vs Aliens**: Merge TD, a match-3 + tower defense game selected by Google for the Indie Games Funding program and included in Google Play Pass, enhancing gameplay and improving player retention;
- Assisted in the development of Sugar Rush**, a 3D competitive game where players build bridges with candies and race through challenging levels while avoiding obstacles, contributing to the game's smooth 3D rendering and exciting player dynamics;
- Designed and maintained game architecture** using Unity and Flutter, integrating GameAnalytics for real-time performance tracking and user behavior analysis, ensuring continuous optimization and improvements;
- Worked closely with the cross-functional team** to provide quality assurance, implement game updates, and troubleshoot issues to deliver polished and engaging user experiences;
- Technologies:** Flutter, Dart, Unity, C#, Firebase, GameAnalytics, Adobe XD

ERGOTECH

Full-stack Developer
08/2019 - 05/2021

- Developed the Ergo+ App**, a project designed to facilitate remote and distributed course training for delivery drivers within the Ergo group. The app allows employees to upskill and become proficient in new delivery methods, contributing to the overall improvement of driver performance;

- **Led the front-end development of Ergo Express App**, a robust system used to manage logistics for employee trips. The app features dashboards for individual company control, real-time trip monitoring, and detailed reports related to trips, passengers, roles, and departments;
- **Contributed to backend development using Kotlin (REST)** and Spring Boot, optimizing data processing and communication between the mobile app and backend systems;
- **Implemented charts for vehicle location verification**, allowing for improved real-time tracking and operational efficiency;
- **Conducted unit testing for the backend**, ensuring the reliability and stability of API endpoints and logic;
- **Performed user testing to ensure** a seamless user experience and identify areas for improvement;
- **Technologies: Flutter, Firebase, Kotlin, SpringBoot, Atlas MongoDB, Adobe XD**

LICEU

Junior Mobile Developer

07/2019 - 11/2019

- **Developed the Liceu Enem App**, a mobile application designed to assist students in preparing for the ENEM exam. The app provides access to past exam questions, study materials, and a variety of features to help students improve their knowledge and performance;
- **Led front-end development using Dart and Flutter**, ensuring smooth functionality and seamless integration with the app's back-end systems;
- **Rewrote the app from React Native to Flutter**, improving performance, maintainability, and user experience by leveraging Flutter's capabilities for cross-platform development;
- **Created app designs based on UI/UX principles using Adobe XD**, delivering a user-friendly and visually appealing interface to enhance the user experience;
- **Technologies: React Native, Flutter**