

Kelven Galvão

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Senior mobile engineer with 7+ years of experience building Flutter applications for global consumer products across e-commerce, fintech, mobility, and food delivery. Delivered products reaching 50M+ users, with a focus on scalable architecture, performance, testing, and data-informed user experience.

WORK EXPERIENCE

X-Team International

Jul 2025 - Present

Senior Software Engineer Australia / Remote | Client project: SKIMS (Aug 2025 - Present)

- Develop and maintain the SKIMS mobile shopping app in Flutter using BLoC and modular architecture.
- Designed and implemented an image-caching strategy ahead of the NikeSKIMS launch, reducing the crash rate from 10% to 1% - a 90% reduction - and improving release stability.
- Support a high-scale commerce product for a \$5B global apparel brand projected to exceed \$1B in 2025 net sales; the app has 100K+ Google Play downloads and 57K U.S. App Store ratings.

R-S Digital Transformation Ventures UG

Jul 2024 - Present

Lead Software Engineer Germany / Remote | Client project: SYNPLI by Veigel GmbH & Co. KG

- Redesigned and rebranded the mobile application, delivering a modernized user experience aligned with the project's new visual identity.
- Successfully migrated the entire app infrastructure from previous ownership, including cloud services, app stores, and operational assets.
- Designed and developed an adaptive e-learning hub with dynamic, highly customizable content integrated with third-party platforms.
- Created a voice feedback feature to capture instructor feedback during driving school lessons, enhancing learning effectiveness.
- Authored comprehensive documentation covering app architecture, features, and functionalities, improving onboarding and maintainability.
- Developed a tier-based feature control system, allowing dynamic enablement of features based on user subscription levels.
- Maintained and evolved a multilingual application, ensuring accessibility for diverse user bases.
- Designed, implemented, and promoted a new state management architecture, cutting boilerplate code by 50%, improving test coverage, and boosting code reliability.
- Spearheaded the development of a wide range of core features, enhancing the product's competitiveness and functionality.
- Led discussions and initiatives around testing culture, code reviews, and engineering best practices, fostering a stronger technical culture.
- Applied offline-first caching strategies, ensuring data integrity and usability in environments with poor connectivity.
- Refactored CI/CD pipelines, reducing operational costs by 40% while improving deployment reliability.
- Integrated feature flagging capabilities, enabling safer and more flexible feature rollouts.

Crescent

Jul 2023 - Dec 2024

Senior Software Engineer USA, Lincoln (Remote)

- Reduced CI/CD time by half using a variety of cache strategies.
- Built a role-based access control system that improved platform security and unblocked new deals.
- Created a form framework from scratch that accelerated the team's delivery of new forms.
- Rebuilt the onboarding experience, reducing completion time from 10 to 6 minutes.
- Built a design system following composition, accessibility, and atomic design practices.
- Designed and advocated a new state management architecture that reduced boilerplate by 35% and improved testability, reliability, and test coverage.
- Developed a wide range of core features with Flutter Web.
- Led discussions on testing culture, code review, and engineering best practices.

YaaK

May 2022 - Jul 2023

Senior Software Engineer Germany, Berlin (Remote)

- Created a 360-degree video player plugin for Flutter using native iOS and Android views, a custom UI, and a telemetry panel for speed, pedal pressure, and turn-signal activity.
- Created a background GPS feature that reduced barriers to using the YaaK app.
- Led discussions on testing culture, code review, and engineering best practices.

Nubank

May 2021 - Apr 2022

Senior Software Engineer Brazil, São Paulo (Remote)

- Maintained card lifecycle experiences used by 50M+ customers across three countries, including credit, debit, Ultravioleta, and virtual cards, using Flutter and server-side rendering.
- Remade the card tracking experience, reducing related support contacts by 50% across three countries.
- Remade the card delivery experience with a more precise address form, reducing deliveries to incorrect locations by 70%.
- Migrated several features from React Native to Flutter, helping sunset React Native within the team's scope.

iFood

Feb 2021 - Jul 2021

Senior Software Engineer Brazil, São Paulo (Remote)

- Built a modular Flutter architecture that reduced CI/CD duration by 50% and enabled feature-based team ownership.
- Built a shared design system that reduced lines of code by 60% and accelerated feature delivery.
- Built analytics tooling that supported multiple providers and safer experimentation with new solutions.
- Implemented a testing culture that increased coverage from 10% to 80%, resulting in 99.9% crash-free sessions.
- Led discussions on code quality, code review, and code health across internal and external teams.
- Created documentation and hands-on content to accelerate teammate onboarding.

Blu by BS2

2019 - 2021

Software Engineer Brazil, Belo Horizonte (Remote)

- Developed core application features that supported the company's strategy and enabled the app to launch publicly.
- Improved features based on application metrics and participated actively in product decisions.
- Increased automated test coverage from 70% to 89%.
- Mentored an intern who was subsequently hired as a full-time engineer.

EDUCATION

Universidade Estadual do Piauí

2017 - 2019

Bachelor's degree in Computer Science Brazil, Teresina