

Leonardo Bai

Senior Android Engineer

leonardo.bai@outlook.com | +55 44 9 9845-6467 | linkedin.com/in/leonardo-bai-a4822917b | Brazil (Remote)

Summary

Senior Android Engineer with 5+ years building production Kotlin apps and SDKs at fintech scale — specializing in Clean Architecture, modularization, and mobile security. At PicPay, shipped corporate payment features across a multimodular monorepo serving millions of business users. At Certta, contributed to a biometric SDK redesign reaching 95% test coverage for enterprise fraud-prevention clients. Drives architectural decisions, establishes testing culture from scratch, and owns the full delivery pipeline from design to CI/CD. Fluent in English; targeting remote international roles.

Experience

Android Engineer

PicPay | São Paulo, Brazil (remote)

Mar 2025 – Apr 2026

Corporate payments (PJ) at one of Brazil's largest fintechs — Kotlin, Jetpack Compose, Clean Architecture, and MVVM.

- Introduced automated testing from scratch during active legacy refactor, raising coverage from near-zero and directly reducing production incidents and release rollbacks
- Established architectural standards and code review practices, becoming the go-to reference for Clean Architecture and MVVM decisions across the PJ domain
- Delivered end-to-end payment features — Boleto, Pix, and card flows — within a high-stakes corporate payments product serving millions of business users
- Navigated a large-scale multimodular monorepo, integrating engineering logs across multiple ViewModels to improve observability in production

Android Engineer

Certta (formerly Caf) | Remote

May 2024 – Mar 2025

Mobile security SDK team — Kotlin and Swift.

- Contributed to the full redesign of the FaceLiveness SDK from scratch — new modular architecture and 95% test coverage — making it viable for high-throughput enterprise fraud-prevention clients with strict reliability SLAs
- Engineered reverse-proxy integration between mobile SDKs and backend for both Android and iOS, enabling secure request routing across platforms
- Built a Kotlin Multiplatform (KMP) library — shared across Android and iOS — to report end-to-end user flow metrics and crash data to Metabase, avoiding Google dependencies that would conflict with client app integrations in a third-party SDK context
- Managed Protobuf Lite and standard SDK flavors with clean build configuration separation across client integration contexts

Android Engineer

Invillia (embedded at PagBank)

Feb 2022 – Apr 2024

One of Brazil's most widely used Android payment SDKs and apps for card terminals — Kotlin and Java.

- Diagnosed and resolved a battery drain bottleneck on merchant card terminals: replaced a trigger-based metric flush with an idle-time WorkManager job guarded against mid-payment interference — cutting support tickets and improving data health
- Implemented R8 obfuscation and ProGuard rules for the PagBank payment SDK, meeting payment-grade security requirements for a distributed merchant ecosystem
- Built a CI pipeline using GitHub Actions and Docker Compose to run instrumented tests automatically on every PR, eliminating a manual testing bottleneck that blocked releases
- Integrated C++ native code via JNI in multiple SDK components, bridging low-level platform functionality with the Kotlin application layer for performance-critical payment operations

Android Developer

BRQ Digital Solutions

Jan 2021 – Jan 2022

Maintained legacy Java projects and developed Kotlin applications integrated with Salesforce.

- Built the company's first native Android app in Kotlin, introducing the language to a mobile portfolio built entirely in legacy Java
- Engineered a reusable Kotlin upload library using the Salesforce Composite API, turning a one-off integration into an internal asset
- Created the company's first Flutter app, enabling cross-platform delivery and reducing client onboarding time
- Maintained and modernized legacy Java Android codebase, introducing Kotlin practices alongside active maintenance

Education

Postgraduate – Software Architecture, Cybersecurity & Data Engineering – Pontifical Catholic University (PUC) · Curitiba, PR · 2024 – 2025

Postgraduate – Mobile Application Development – Pontifical Catholic University (PUC) · Curitiba, PR · 2023 – 2025

Bachelor's in Software Engineering – UniCesumar · Maringá, PR · 2020 – 2024

Associate's in Systems Analysis and Development – UniCesumar · Maringá, PR · 2020 – 2023

Languages

English: Full professional proficiency

Portuguese: Native

Skills

Kotlin (advanced), Java, C++, Swift, Flutter, KMP | Jetpack Compose, MVVM, MVI, Clean Architecture, Modularization, Hilt/Dagger, Coroutines/Flow, RxJava, JNI/NDK, SDK Flavors, R8/ProGuard, Retrofit/OkHttp, Android Studio | JUnit, Espresso, Robolectric, Mockk, Turbine, unit/integration/instrumented testing, code coverage | GitHub Actions, Docker Compose, Gradle, Detekt, KTLint, secrets management, delivery pipelines | Firebase Crashlytics, BigQuery, Metabase, engineering logs, runtime analytics, Firestore remote config

Side Projects

ProjectMiddleware — Kotlin/Ktor backend, REST API, Docker, Fly.io, CI/CD, Dokka. github.com/LeonardoBai12/ProjectMiddleware

Middleware Playground — KMP client (Android/Compose + iOS/SwiftUI), Clean Architecture, SQLDelight, Ktor Client

AstorMemory-KMP — Compose Multiplatform app published on Google Play as "AstorMemory". Custom Gradle plugin for resource generation.