

Renan Macedo

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Professional Summary

Flutter Developer and Game Designer with experience in cross-platform applications (Android, iOS, macOS, and Windows). Specialist in app architecture, Firebase integration (Firestore, Auth, Cloud Messaging, App Check), and JSON data management. Experience with streaming platforms with large user bases and application development in the digital RPG niche. Strong background in Games, mobile UI/UX, store publishing, and the complete digital product development lifecycle.

Professional Experience

Flutter, Game Developer, and VP | Rede Novo Tempo de Comunicação (2018 - Present)

- Responsible for the complete redevelopment of the NTPlay (video streaming) and Rádio NT applications using Flutter.
- Both apps already had an existing user base from previous versions, being rebuilt with a new architecture and ongoing maintenance.
- Rádio NT: Over 60,000 monthly active users (MAU).
- Implementation of authentication, APIs, push notifications, and Firebase integration.
- Responsible for architecture, UI/UX, store publishing, and product evolution.
- Responsible for the development of games such as *A Jornada*, defining game design, managing the team's roles, and acting as the gameplay and launch developer.
- Responsible for developing VR solutions for virtual production, events, and technology demonstrations for employees.
- Technical lead for virtual production in Unreal and Aximmetry for the network's Web department, managing virtual environments, motion capture, and animation rendering.

Developer, Educational Content Creator, and Teacher | Codebuddy (2016 - 2018)

- Teacher of game programming, apps, and robotics for children and teenagers.
- Creator of educational content for the entire school network in Brazil.
- Developer of the teaching platform used by the units until 2019.

Personal & Freelance Projects

Character Craft 5.5e (2025 - Present)

- Cross-platform application (Android, iOS, macOS, Windows).
- 12,000 downloads in 10 months.
- Advanced JSON data management system for RPG character creation.
- Real-time initiative tracker using Firebase Firestore.
Push notifications, authentication, and security with App Check.

Tracbel VR (2023 - Present)

- Real-time multiplayer application for Meta Quest.
- Advanced user management and data replication system with a dedicated server for real-time interactions between multiple connected remote users.
- Developed in Unreal Engine.
- Life-size visualization of Volvo equipment, demonstrating the true potential of the machinery to clients.

Freelance Developer for CSB Engenharia

- Meta Quest application for the SESI system on workplace safety, featuring training for Working at Heights (NR35) and Confined Spaces (NR33).
- Meta Quest application for Equatorial Energia on workplace safety, featuring training for working at heights on the electrical grid.

Minha Igreja (Prototype 2023)

- Church management system (Mobile + Web).
- Member management, communication, and real-time data using Flutter and Firebase.

Education

Bachelor's Degree in Digital Games - Universidade FUMEC, Belo Horizonte, MG (2013 - 2016)

Technical Skills

Category	Skills
Mobile & Frontend	Unity, Unreal, Flutter, Dart
Backend & Cloud	Firebase (Firestore, Auth, Cloud Messaging, App Check), REST APIs
Data	JSON, data modeling, online/offline synchronization
Games & VP	Unity, Unreal Engine, Virtual Production
DevOps	Google Play / App Store publishing, iOS/Android builds, version control

Achievements

- Applications used by tens of thousands of recurring monthly users.
- Development of cross-platform apps for mobile and desktop using Flutter.
- Implementation of real-time features for digital RPG applications.
- Experience in taking products from concept through publication and maintenance.

Languages

Portuguese (Native) - English (Advanced)