

Renan Macedo

FLUTTER ENGINEER | CROSS-PLATFORM APP DEVELOPER | REAL-TIME SYSTEMS | PRODUCT-FOCUSED SOFTWARE DEVELOPER

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[Portfolio](#) | [LinkedIn](#) | [ArtStation](#)

PROFESSIONAL SUMMARY

Flutter Engineer and multidisciplinary Software Developer with 10+ years of experience delivering cross-platform applications, real-time products, and digital experiences. Strong background in Flutter, Dart, Firebase, WebSockets, REST APIs, scalable architecture, JSON-driven systems, UI/UX, store publishing, and live-product maintenance. Led the redevelopment of streaming applications used by tens of thousands of users and created Character Craft 5.5e, a cross-platform app with 12,000+ downloads in its first 10 months. Experienced in taking products from architecture decisions and prototyping through release, analytics, maintenance, and continuous improvement.

SELECTED IMPACT

60,000+ monthly active users on Radio NT | 110,000+ combined downloads across streaming apps | 12,000+ downloads for Character Craft 5.5e in its first 10 months

Firestore-to-WebSocket migration for real-time game rooms | Multi-platform delivery across Android, iOS, macOS, and Windows | 10+ years building software products

CORE EXPERTISE

Flutter & Mobile: Flutter, Dart, cross-platform architecture, Android, iOS, macOS, Windows, UI/UX, responsive interfaces, store publishing

Backend & Real-Time: WebSockets, Firebase Auth, Firestore, Cloud Messaging, App Check, REST APIs, JSON data modeling, synchronization, notifications

Product Delivery: architecture decisions, analytics, live-product maintenance, feature evolution, debugging, performance-minded development, Git

Additional Technical Background: Unity, Unreal Engine, C#, JavaScript / TypeScript, VR/XR, interactive products, Virtual Production pipelines

PROFESSIONAL EXPERIENCE

Rede Novo Tempo de Comunicacao - Flutter Developer / Software Developer / Virtual Production Technical Lead

Brazil | Mar 2018 - Present

- Led the complete redevelopment and continuous evolution of **NTPlay** and **Radio NT**, cross-platform Flutter applications for video and audio streaming.
- Owned application architecture, UI/UX implementation, API integration, Firebase services, authentication, push notifications, analytics, store publishing, and ongoing maintenance.
- **Radio NT supports 60,000+ monthly active users**; the streaming ecosystem has surpassed **110,000 combined downloads**.
- Worked across product lifecycle challenges including feature planning, release workflows, bug fixing, performance improvements, and continuous product evolution.
- Developed interactive applications and internal tools, applying a multidisciplinary background in software, games, and real-time systems.
- Acted as technical lead for Unreal Engine and Aximmetry virtual production workflows, coordinating real-time environments, motion capture, and rendering pipelines.

CodeBuddy - Developer, Educational Content Creator & Teacher

Brazil | 2016 - 2018

- Developed the teaching platform used by the school units until 2019.
- Created educational materials and interactive learning content used by the school network in Brazil.
- Taught programming, app development, game development, robotics, and gamification for children and teenagers.

SELECTED PROJECTS

Character Craft 5.5e - Creator & Lead Developer | Flutter, WebSockets, Firebase

Cross-platform RPG companion app for Android, iOS, macOS, and Windows, with **12,000+ downloads in the first 10 months**. Designed advanced JSON-based character management systems and rebuilt the online infrastructure for real-time game rooms, migrating synchronization from Firebase Firestore to a **WebSocket-based architecture**. Integrated authentication, notifications, App Check security, premium features, and cross-platform publishing workflows.

NTPlay & Radio NT | Flutter, Firebase, REST APIs

Video and audio streaming applications rebuilt in Flutter. Worked on architecture, authentication, APIs, notifications, UI/UX, analytics, publishing, and maintenance for products with an established user base. **Radio NT serves 60,000+ monthly active users**.

Minha Igreja - Prototype | Flutter, Firebase

Mobile and web church-management prototype with member management, communication features, and real-time cloud data synchronization.

Interactive & XR Applications | Flutter, Unreal Engine, Real-Time Systems

Developed interactive solutions and VR-related applications for demonstrations, events, and technology workflows, strengthening the ability to collaborate across product, design, and real-time development contexts.

TECHNICAL SKILLS

Primary: Flutter, Dart, cross-platform architecture, Android, iOS, macOS, Windows, mobile UI/UX

Backend & Real-Time: WebSockets, Firebase (Firestore, Auth, Cloud Messaging, App Check), REST APIs, JSON, data modeling, online/offline synchronization

Product & Delivery: analytics, push notifications, app lifecycle, Google Play and App Store publishing, live-product maintenance, Git

Additional Languages & Tools: C#, JavaScript / TypeScript, Unity, Unreal Engine, Virtual Production workflows

EDUCATION

Technology Degree in Digital Games - Universidade FUMEC, Belo Horizonte, Brazil | 2013 - 2016

LANGUAGES

Portuguese - Native | English - Advanced