

Felipe Carvalho

Product Engineer and Designer

São Paulo, Brazil

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Professional Summary

Product Engineer and Designer with nearly 20 years of experience in digital products, from concept to release. Currently a Staff Software Engineer at Turbi, working on Mobile and Artificial Intelligence (AI), and founder of DietAgent, an AI nutrition app for iOS and Android that I designed and built end to end. Experienced in mobile development with Flutter, Swift and Kotlin, software architecture, technical leadership, Large Language Model (LLM) integration and end-to-end (E2E) testing run by AI agents. Started in 2007 as a designer at advertising agencies and continue to work on branding, Design Systems, UI and UX.

Work Experience

08/2026 – Present	Turbi Staff Software Engineer Work on mobile development and Artificial Intelligence projects.
03/2026 – Present	DietAgent Founder
Website	dietagent.app - Single-handedly built an AI nutrition app for iOS and Android in Flutter that creates meal plans from each person's routine, preferences and goals. - Created the brand, the Design System and every screen in Figma. - Designed an architecture in which rules calculate nutritional targets, a language model suggests foods and a validation step checks portions. - Adopted spec-driven development with AI coding agents, automated testing and Continuous Integration (CI). - Implemented E2E tests run by AI agents over MCP, driving the app on iOS simulators and Android emulators.
09/2024 – 03/2026	DROME Lead Mobile Engineer - Led development of a Flutter IoT app with native iOS and Android code that connects over Bluetooth Low Energy (BLE) to humidity, temperature and geofencing sensors. - Defined the architecture, coding standards and technical review process for the team. - Worked with the hardware engineering team to define communication protocols.
11/2023 – 08/2024	Bluecore Mobile Engineer Built features for the Anhanguera Educacional app in Flutter, with a modular architecture, performance optimizations and a boilerplate to standardize projects.
10/2022 – 05/2023	Sciensa Mobile Engineer Built features for the Magnum Bank app in Flutter across the credit card, personal and business account squads, and expanded automated test coverage.
07/2021 – 11/2021	Remessa Online Mobile Engineer Developed modules for the international money transfer app in Flutter, with a focus on transaction security.

05/2020 – 11/2020	Cognizant Mobile Tech Lead Led a squad building the Porto Seguro Super App in Flutter, including the ConectCar integration for toll and parking payments.
12/2017 – 02/2020	TIVIT Software Engineer Developed IoT apps with React Native and Flutter, blockchain solutions for financial institutions and Artificial Intelligence projects with video analytics and machine learning.
02/2013 – 01/2015	ProprietárioDireto Lead UI/UX Designer Led the redesign of the company website, focused on user experience.
02/2011 – 01/2012	Magalu Front-end Developer Developed the front end of the e-commerce site and promotional campaign hotspots.
09/2010 – 02/2011	Grupo Abril Front-end Developer Managed the websites of Placar, Quatro Rodas and Runner's World magazines, including WordPress plugins and ad campaigns.
06/2007 – 10/2010	Earlier experience: Designer at advertising agencies.

Projects

2026	OAEF Open source framework (Apache 2.0) for repositories maintained jointly by AI agents and people, with specifications, decisions and memory recorded in the repository.
GitHub	github.com/felipecarvalho/oaef
2026	iOS Builder Model Context Protocol (MCP) server that takes an AI agent from idea to App Store release, in 8 stages with 68 tools. PolyForm Noncommercial license.
GitHub	github.com/felipecarvalho/ios-builder-mcp

Skills

Mobile	Flutter, Dart, Swift, SwiftUI, Kotlin, Kotlin Multiplatform (KMP), iOS, Android, React Native, Bluetooth Low Energy (BLE)
Artificial Intelligence	Large Language Models (LLMs), Fine-Tuning, AI Agents, Model Context Protocol (MCP), Spec-Driven Development, Prompt Engineering
Software Engineering	Software Architecture, Clean Architecture, BLoC, Automated Testing, End-to-End (E2E) Testing, AI Agent-Driven E2E Testing, CI/CD, GitHub Actions, Technical Leadership, Code Review, TypeScript, Go, Rust, C, C++
Product Design	Product Design, Design Systems, UI Design, UX Design, Branding, Figma

Education

Self-taught in design and software development, with continuous study since 2007.

Languages

Portuguese (Native) · English (Professional Working Proficiency)