Rui Almeida

Senior Android & Kotlin Multiplatform Engineer

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PROFILE

Software engineer with a degree in Software Engineering and 7+ years of Android experience, focused since 2025 on Kotlin and Compose Multiplatform. I own my features end to end, work closely with product and design, and mentor students through Kotlin Multiplatform projects. I keep deepening my craft with side projects in Android, Kotlin and Compose Multiplatform.

SKILLS

Platforms	Android, Kotlin Multiplatform, Compose Multiplatform, Jetpack Compose, Jetpack Glance, Wear OS
Architecture	MVVM, MVI, Clean Architecture, Redux, migrations from MVP
Async & data	Kotlin Coroutines, Flow, RxJava, Room, SQLDelight, Realm, DataStore, Retrofit
Dependency injection	Dagger (Hilt), Koin
CI/CD & testing	GitHub Actions, Bitrise, Jenkins, Espresso, Robolectric

MENTORSHIPS

Mindera, Kotlin Multiplatform mentoring 2024 – present

- Mentored a student through the full development lifecycle of a Kotlin Multiplatform and Compose Multiplatform application, delivering a working app for iOS, Android and Desktop.
- Guided another student through architectural improvements and best practices during later iterations of the same app, focusing on scalability, maintainability and clean design patterns.
- Mentored a further student building a web-based Kotlin and Compose Multiplatform proof of concept, to explore the capabilities and limits of multiplatform on the web.

EXPERIENCE

Mindera 2024 – present

Senior Android & Kotlin Multiplatform Engineer, Sainsbury's Apr 2026 – present

Project A Kotlin Multiplatform SDK and a native Android application for Sainsbury's, built by a squad focused on product discoverability and personalisation.

Area Retail

Technologies Kotlin Multiplatform, Jetpack Compose, MVVM, Clean Architecture

Role Worked in the discoverability and personalisation squad on the SDK and the native app. Since late summer 2026, working with the rest of the team to bring the codebase up to standard with Clean Architecture, MVVM and Jetpack Compose. Continue to mentor students through Kotlin Multiplatform projects (see Mentorships).

Senior Android & Kotlin Multiplatform Engineer, Kingfisher Group Feb 2025 – Apr 2026

Project B&Q and TradePoint retail applications built on a shared codebase, with distinct branding for each. Domain and data layers are Kotlin Multiplatform, exported as a binary framework for iOS, with native UI on both platforms and a Compose Desktop target maintained as a proof of concept.

Area Retail

Technologies Kotlin Multiplatform, Compose Multiplatform, Dagger (Hilt), Flow, Coroutines, SQLDelight

Role Software engineer in a cross-functional team of 4 Android developers and 4 QA, implementing new features, maintaining shared modules and ensuring seamless multiplatform integration. Took part in architecture discussions, code reviews and UI development with Compose Multiplatform.

Android Engineer, YNAP Group Apr 2024 – Feb 2025

Project NET-A-PORTER, THE OUTNET and MR PORTER: three apps sharing a codebase to shop for designer womenswear and menswear.

Area Retail

Technologies Kotlin, Jetpack Compose, DataBinding, MVVM, Dagger (Hilt), Flow, Room, SharedPreferences, LiveData

Role Joined a team of 4 Android developers and 2 QA. Improved the CI/CD pipeline with GitHub Actions, addressing performance and stability issues. Introduced Jetpack Compose for modern UI development, along with Jetpack Glance for widgets. Worked with the team on ways to improve the architecture and modernise the app, and with design and product to deliver features for all three apps on time while maintaining code quality.

Hole19 2023 – 2024

Android Engineer Nov 2023 – Apr 2024

Project Hole19 is a golf GPS app offering distance measuring to the target, scoreboards and live leaderboards, with Wear OS integration for smoother play on the course.

Area Sports

Technologies Kotlin, Jetpack Compose, MVVM, MVP, RxJava, Flow, Realm, DataStore, Maps API, Dagger (Hilt), Espresso, Wear OS

Role Joined a team of 4 Android developers and 1 QA. Alongside day-to-day features, helped migrate the app from a legacy view-based, MVP architecture to a more modern, testable structure using MVVM, Coroutines, Flow and Compose. Worked on Wear OS.

Mindera 2019 – 2023

Android Engineer, Waitrose 2021 – Nov 2023

Project The Waitrose Groceries app, designed to make shopping easier and more convenient, with features such as Click & Collect, Recipes and ScanPayGo.

Area Retail

Technologies Kotlin, Jetpack Compose, MVVM, Clean Architecture, Dagger (Hilt), Flow, Room, DataStore, Espresso, Bitrise

Role Joined a team of 6 Android developers, 1 QA and 1 QAE. Worked with design and product to deliver quality code to agreed priorities and timelines. Contributed to the plan to keep modernising the app with state-of-the-art Android development, such as Compose. Migrated the CI/CD pipeline from Jenkins to Bitrise, which significantly improved build speeds and reduced failures.

Android Engineer, Smartbox 2019 – 2021

Project Smartbox and Smartbox Partner apps. The user-facing app lets users book and browse a wide range of experiences; the partner app helps partners scan and process vouchers.

Area Travel & local

Technologies Kotlin, Redux, MVI/MVVM, RxJava, Room, Shared Preferences, Koin, XML Views

Role Joined a team of 3 Android developers and 1 QA. Worked with design and product to deliver quality code on both apps, always taking priorities and timelines into account.

Android Intern, Mindera Feb – Aug 2019

Project An internal utility and HR Android application, with hands-on experience of Android fundamentals and development best practices.

Area Tools & HR

Technologies Android, Retrofit, Room, Koin, RxJava, DataBinding, Robolectric

Role Worked as an Android developer in a team with one designer and one stakeholder, gathering requirements and implementing them according to plan.

SIDE PROJECTS

Plannot (formerly Schola)
Area Sports
A club management app for schedules, rosters, attendance and invitations, for coaches, administrators and athletes. Available on Android and iOS, in English and Portuguese.
Technologies Kotlin Multiplatform, Compose Multiplatform, MVVM, Koin

Mr. Weble
Area Web
A web studio I run together with my partner, building simple pages, complete solutions and custom sites for small businesses. mrweble.com

Loom
Area Finance
A simple, lightweight day-to-day and personal finance app for Android, built to deepen my knowledge of Jetpack Compose and as a playground for it. Open source, and on Google Play.
Technologies MVVM, Room, Jetpack Compose, Flow, Kotlin Coroutines, Dagger (Hilt), buildSrc · github.com/ruialmeida51/lumbridge-android

Question picker game
Area Games
A game that picks random questions from different topics. Works on iOS, Android and Desktop.
Technologies Kotlin Multiplatform, Compose Multiplatform, MVVM, Koin

EDUCATION

Degree in Software Engineering, 2016 – 2019