

IAN NERY BANDEIRA

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SUMMARY

Full-stack product engineer with extensive experience building and scaling user-facing applications in high-velocity startup environments, currently at Character.AI. Skilled in React Native, React, Python (including Django), NodeJS, TDD environments, and cloud platforms (AWS, GCP). Strong communicator with proven ability to lead client meetings and coordinate distributed teams in English. Experience includes monetization, growth features, and fintech, healthtech, and productivity platforms from scratch to production. Additionally, taught Python programming courses at the University of Brasília for seven semesters.

SKILLS

Programming Languages & Frameworks: React Native, Expo, Redux, NodeJS, ReactJS, Typescript, Javascript, Python, Django

Tools & Platforms: Git, Jira, Figma, AWS, GCP, REST APIs, gRPC

Testing & Debugging: TDD, unit testing, integration testing, debugging tools

EXPERIENCE

Senior Product Engineer | Character.AI

Nov 2025 - Present

- Full-stack/mobile product engineer on a leading conversational AI platform (~15.5M MAU), driving user-facing growth features and monetization/platform infrastructure at scale.
- Launched a CAI+ upsell in onboarding—a subscription offer right after users finish onboarding—driving thousands in additional monthly subscription revenue, one of the biggest monetization wins of the year; after a two-month experiment, activation and retention cohorts tracked in line with existing subscribers.
- Led the Following tab launch, a dedicated discovery feed for creators users follow, with higher following activity and more users following creators.
- Shipped Recent Chat Tabs, block/unblock, Character Boost, and Character Preset Wallpapers across mobile and web; Recent Chat Tabs set the pattern for tab-based navigation, and block/unblock was built end-to-end with backend integration and analytics instrumentation.
- Overhauled CI/CD infrastructure, cutting build times by more than half; refactored the CodeQL security-scanning pipeline to reduce job runtime.

Senior Software Engineer | Technical Lead | Techsquads

Dec 2023 - Oct 2025

- Manage all stages of prototyping, development, and deployment using agile methodologies and collaborate directly with clients to incorporate feedback, resulting in faster project turnaround and improved client satisfaction.
- Built from scratch SoviHealth - Smart Diary with React Native, NodeJS and Firebase, and hosted on GCP.
- Directed end-to-end development of a Next.js-based web dashboard for SoviHealth over 3 months, integrating GCP-hosted REST APIs.
- Built and coordinated from scratch AegisApp - 911 and Security Helper with a team of 5. The app had 200+ downloads in the first two weeks of launching. Tech stack: React Native, NodeJS and hosted on AWS.
- Increased adoption of TDD and robust debugging practices across projects by using Maestro and Jest.

Senior Software Engineer | Quintess

May 2023 - Oct 2023

- Coordinated a 10-member team and led client meetings in English to elicit requirements, address team doubts, and relay development feedback from sprints, ensuring clear communication and project alignment.
- Led the development of an application to facilitate sales for artisans in socially vulnerable communities globally, enhancing their market access and income opportunities.
- Applied Python and Django expertise to architect backend solutions ensuring scalability and maintainability.
- Promoted TDD and systematic software testing in backend development.

Senior Software Engineer | Flow Design Consultancy

Apr 2022 - May 2023

- Developed metrics and solutions for integrating psychophysiological data into development environments.
- Coordinated a team of developers and a machine learning researcher to integrate products and define architecture.
- Part of a team of 8, developing two mobile applications (Moodmind - Smart Diary and Playtestr - Playtest Support Tool) in React Native and Firebase.
- Created two backend services using Python (Django) and Firebase to support mobile applications.
- Implemented TDD and advanced debugging techniques in mobile app development workflows.

Software Engineer (Freelancer) | University of Brasília

Aug 2021 - Dec 2023

- Developed a React Native mobile application to automate prescription signature processes within the Brazilian health system granting operational efficiency and compliance.
- Developed a React Native mobile application for interactive exploration of buildings and artworks at the University of Brasília, enhancing campus engagement and user experience.
- Taught Python programming courses to undergraduate students, reinforcing both technical and teaching skills.
- Used Python for ML and data analysis in university research projects.
- Emphasized TDD and debugging in teaching and freelance projects.

Software Engineer | Finatec

Feb 2019 - Mar 2022

- Developed the ESVirtual application in React Native to assist former inmates in Brazil with free health, shelter and food services.
- Was personally responsible for API integration and iOS layout changes.

EDUCATION

University of Brasília

Bachelor of Science in Computer Science, GPA 4.27/5.0