KENNISTON ARRAES BONFIM

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PROFILE

Solutions architect, developer, and researcher with a technology career spanning back to 2000. Experience in software architecture, technical leadership, backend systems, and mobile applications, including solutions for banking and government and digital game development.

Applied research in machine learning and vehicular network security, with scientific publications and registered software. Focused on well-structured solutions connecting engineering, security, and user experience.

TECHNICAL SKILLS

Architecture and backend: Rust, Java, Kotlin, Spring Framework, REST APIs, microservices, distributed systems, OAuth 2.0, Keycloak, JPA/Hibernate, Oracle, PostgreSQL, MySQL, Linux, Tomcat, SonarQube, Git, Gitflow, Docker, Maven, and Gradle.

Mobile and games: Android, iOS, Swift, Objective-C, Flutter, Unity 3D, Unreal Engine, C#, C/C++, and Cocos2D.

Cloud and DevOps: AWS, GCP, Terraform, IaC, Docker, Kubernetes, Rancher, Gravitee, Kong Gateway, GitLab CI, and GitHub Actions.

AI and research: Python, machine learning, federated learning, and VANET security.

CERTIFICATIONS

Banking Industry Foundations | IBM | Jul 2019

iOS Design Foundation | IBM | Jan 2019

iOS Developer - Foundation | IBM | Dec 2018

Bluemix Essential | IBM | Jul 2018

EDUCATION

Master’s degree in Aeronautical Computing
Instituto Tecnológico de Aeronáutica - ITA | Aug 2021 - Dec 2023
Machine learning and vehicular networks.

MBA in Artificial Intelligence
Universidade Católica de Brasília | Mar 2026 - Mar 2027
In progress; expected completion in March 2027.

Postgraduate Specialization in Digital Game Development
IESB | 2011

Bachelor’s degree in Business Administration
UDF Centro Universitário | 1996 - 2002

LANGUAGES

Portuguese: native | English: advanced.

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PROFESSIONAL HISTORY

getInsight Sep 2025 - Present
Solutions Architect
Brasília, Federal District, Brazil - Remote.

- Design application architectures that align technical solutions with business requirements.
- Assess legacy application architectures and propose improvements to support their evolution.
- Research and evaluate emerging technologies through technical studies and proofs of concept (PoCs).
- Plan and execute workload migrations between cloud providers.
- Apply DevOps and GitOps practices to automate delivery and manage environments.
- Provision and manage infrastructure as code (IaC) with Terraform across AWS and GCP.
- Deploy and operate Kubernetes across Amazon EKS, Google GKE, and on-premises environments.

Dynamic Light Studios Aug 2006 - Present
Director
Digital game development: The Super Amazing World of Arthur, Shadow of Dusk, and Legend Alive.

Sicoob Aug 2019 - Sep 2025
Solutions Architect and Technical Lead

IESB Jan 2012 - Jul 2023
Lecturer
Teaching in Digital Game Development, Computer Science, Computer Engineering, and the postgraduate Mobile Devices program.

IBM May 2018 - Aug 2019
Manager and Senior Solutions Architect
Architecture and development of mobile and backend applications for banking and government; guidance for architecture teams.

Cast Group Jan 2015 - May 2018
Senior Solutions Architect
Architecture for OAuth 2.0 authentication, Android and iOS applications, and reusable components for mobile and server platforms.

Infosolo S.A Jun 2012 - Dec 2014
Senior Solutions Architect

CTS - Centro de Tecnologia em Software (SICOOB Confederação) 2010 - 2012
Senior Solutions Architect

DBA Engenharia de Sistemas 2009 - 2010
Senior Systems Analyst

Probank 2008 - 2009
Senior Systems Analyst

Politec 2000 - 2008
Senior Systems Analyst

PROJECTS

Rust Microservice

An MVC framework for Rust APIs, featuring YAML configuration, OAuth2, OpenAPI, Prometheus metrics, and database integration.

github.com/kenniston/rust-microservice

Android Master Tools - Android Studio Plugin

Android feature scaffolding with MVVMi structure, classes, and resources; support for Coroutines, RxJava, and Hilt dependency injection.

JetBrains Marketplace

SCARLET - Secure framework for vehicular networks

A security framework for vehicular networks. Software registered with INPI on June 28, 2022.

MOBILE APPLICATIONS

App Sicoob: Contributed to the application project while working at Sicoob.

Coopcerto: Led the development team and designed the architecture of the benefits app at Sicoob.

Sipag Mobile: Led the development team and designed the architecture of the sales and receivables management app at Sicoob.

Ourocard - iOS: Developed the iOS version of the Ourocard app through IBM for Banco do Brasil.

GAME DEVELOPMENT

Shadow Dusk: A tactical PC game built with Unity 3D and C#. Awarded 3rd place in the 2011 Senac São Paulo e-Game competition.

Supercutes: A mobile game developed with Unity 3D and C# for Android and iOS.

Brasil Quest: Architecture and development using Objective-C and Cocos2D to showcase the 12 host cities of the 2014 World Cup.

SCIENTIFIC PUBLICATIONS

Federated Learning-based Architecture for Detecting Position Spoofing in Basic Safety Messages

IEEE VTC2023-Spring, 2023

DOI: 10.1109/VTC2023-Spring57618.2023.10199980

DISMISS-BSM: an Architecture for Detecting Position Spoofing in Basic Safety Messages

IEEE GLOBECOM, 2022

DOI: 10.1109/GLOBECOM48099.2022.10001122

Detecção incremental de comportamento malicioso em VANETs

SBC - SBSeg, 2022

DOI: 10.5753/sbseg.2022.225164