

Name: Adriel Celso Rosales
Profile: **Android Developer**

Professional Development

Summary:

Native Android Developer with over 3 years of experience creating mobile applications using Kotlin. Specialized in MVVM and Clean Architecture to ensure scalable and maintainable code.

Expert in designing advanced XML and Jetpack Compose interfaces. Efficient consumption of REST APIs with Retrofit and local data persistence management using Room. Optimized asynchronous programming with Coroutines and Flow.

Experienced in team collaboration using Git and agile methodologies such as Scrum. Ability to lead projects from conception to implementation, focusing on code quality, performance optimization, and best practices.

Also experienced as a programming instructor, with strong skills in communicating complex concepts clearly and fostering teamwork.

Framework/Languages:

Kotlin (Advanced), XML (Advanced), Jetpack Compose (Intermediate), Room (Advanced), Coroutines (Advanced), Retrofit (Advanced), MVVM (Advanced), Clean Architecture (Intermediate), LiveData (Intermediate), ViewModel (Advanced), Navigation Component (Intermediate), Dagger/Hilt (Intermediate), Unit Testing with JUnit and Mockito (Intermediate), Git (Advanced), Scrum (Intermediate), Multidisciplinary Teamwork (Intermediate), Project Leadership (Intermediate), Mobile Development Teaching (Advanced), Technical Concept Communication (Advanced), Team Collaboration (Advanced), Code Quality (Advanced), Performance Optimization (Intermediate), Continuous Learning (Advanced).

Work Experience

Android Developer

Dec 2021 - Present

Developed a scalable banking application using Kotlin, XML, and Room, applying design patterns and architectures such as MVVM and Clean Architecture to ensure a modular and maintainable structure. Implemented Room for local data persistence and Retrofit 2 for seamless integration with RESTful APIs, ensuring efficient backend communication.

To optimize performance and user experience, Coroutines and LiveData were utilized, allowing for non-blocking asynchronous execution. Additionally, Material Design 3 guidelines were followed in UI design, ensuring an accessible and visually cohesive user experience.

Mobile Programming Instructor

Oct 2022 - Present

Taught Android application development using Kotlin, following MVVM and Clean Architecture to help students structure projects professionally. Introduced key technologies such as Room for data persistence, Retrofit for RESTful API communication, Data Binding for efficient UI handling, and Material Design for building modern and accessible interfaces.

Promoted project-based learning, where students developed complete applications while applying best coding practices. Also encouraged soft skills such as teamwork, effective communication, and problem-solving—essential for professional environments.

Developed mobile applications and responsive websites using Kotlin, XML, HTML, CSS, and JavaScript, ensuring smooth user experiences across multiple devices. Implemented RESTful APIs for order, payment, and user management, enabling seamless third-party integrations.

Followed Agile/Scrum methodologies for project planning and execution, optimizing development timelines and ensuring iterative deliveries. Additionally, worked with Figma to create interactive prototypes, enhancing user experience before final implementation.

Education

Programming Technician | UPSO- Bahía Blanca, Buenos Aires

Languages

- **Spanish:** Native Speaker
 - **English:** B2
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Courses & Certifications

- Android Development (Google Developers)
 - UX Design (Academia BA)
 - Database Introduction (Academia BA)
 - Front-End Web Development (INTI)
 - Technical English (UNC)
 - Algorithms and Data Structures (freeCodeCamp)
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Salary Expectations

- USD \$850