



Jessica A. García

📍 Havana, Cuba

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Full-Stack Flutter Developer

Software developer dedicated to learn new tools and methodologies, as well as looking for new challenges and projects that contribute to the improvement of my training and performance.

I have the ability to manage pressure, time and volume of work, as well as to adapt and planning in front any change autonomously. Always seeking to obtain the best result by meeting with the different objectives. Mobile development enthusiast with knowledge and experience using Flutter (Dart) and Java.

Work Experience

2018 - 2021
(Havana - Cuba)

Mobile Application Developer, Computer Engineering Thesis, CUJAE.

Achievements/Tasks:

- Analysis of **cryptographic algorithms** and use of the Advanced Encryption Standard (AES) and the Secure Hash Algorithm 256 (SHA256).
- Capture and playback of audio, image and video using Android **native APIs**.
- Encryption and decryption of information in real time (device RAM).
- Development of an **Android** application using **Java**.
- Planning and management of the entire project.

2021 - 2022
(Havana - Cuba)

Game Developer, High Technology Company, Citmatel.

Achievements/Tasks:

- Design and construction of the flow and architecture of the game.
- Development of **multiplatform** mobile applications using **Dart** and **Flutter** as framework.
- Use of the **Clean** architecture, as well as the **GetX** package of Flutter, to improve the sustainability and adaptability of the code.
- Analysis of user requirements and translation of customer needs into iOS and Android application designs.
- Use of a **version control system** (**GitKraken** and **GitHub**).
- Design and implementation of **databases** using **Object Box**.
- Integration with **private APIs**, **libraries** and **third-party services**.

2016 - 2022
(Havana - Cuba)

Full-Stack Developer, Freelancer

Achievements/Tasks:

- Experience in **remote work**, with several clients and delivery dates.
- Development of projects applying **agile methodologies (SCRUM)**.
- **Backend** development with Java and Spring Boot.
- Implementation of the **BloC/Cubit** Flutter package, a design pattern used as a state manager, and the **Clean** architecture to structure the code.

References

Mayling Mirabal Olivera
Citmatel | Project Leader
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Root 101 | Founder
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SKILLS

Java

Gradle

Spring

Flutter

Dart

Android

GitHub

GitLab

Git

GitKraken

SCRUM

SQLite

PostgreSQL

MySQL

Postman

LANGUAGES

Spanish: Native
English: Professional

EDUCATION

2016 - 2021
Software Engineering
Technological University of Havana "José A. Echeverría" - CUJAE
Havana – Cuba

THESIS: Android application for the protection of multimedia files.