Jessica A. García

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 Aidyl98

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Flutter Developer

Flutter 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

2022 - 2023
(Havana - Cuba)

Flutter Developer,
TI Company, Level 6 LLC.
Achievements/Tasks:
- Development of **web** and **mobile applications** (iOS and Android) using **Dart** and **Flutter** as framework.
- Integration with the **Amplify** service from **Amazon Web Services** (AWS).
- Connection with the backend using both **GraphQL** and **REST** to consume the **APIs**.
- Use of the **Model-View-ViewModel** (MVVM) architecture to structure the project, as well as the Flutter **Provider** package to manage states.
- Interpretation of **UI/UX** designs made in **Figma** and their adaptation to the visual of the application.
- Use of a **version control system** (**Git**, **GitHub** and **GitKraken**).

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** (**Git**, **GitHub** and **GitKraken**).
- Design and implementation of **databases** using **Object Box**.

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

References

Mayling Mirabal Olivera
Citmatel | Project Leader
Telephone: +53 59941059

Jesús Hernández Barrios
Root 101 | Founder
Telephone: +53 54268660
jhernandezb96@gmail.com

SKILLS

Flutter Dart Android
Java Gradle Spring
GitHub GitKraken Git
AWS Amplify MySQL
SQLite PostgreSQL
GraphQL REST
SCRUM 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.