y

**Jessica A. García Albalah**

[](https://github.com/Aidyl98)

[Aidyl98](https://github.com/Aidyl98)

Havana, Cuba

+53 58241170

**DIPLOMAS Y HOBBIES**

**Formaciones :** Diplomados, Congresos, xxxxxxxxxx xxxxxx xxxxxxxxx xxxxxxxxxxxxxxxxx

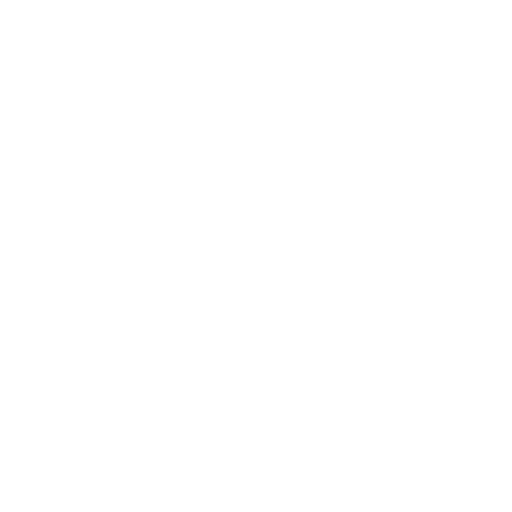
**Hobbies:** xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx



[](http://www.linkedin.com/in/aidyl-albalah)

linkedin/aidyl-albalah

Flutter Developer

[](mailto:jgarciaalbalah@gmail.com)

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.

[jgarciaalbalah](mailto:jgarciaalbalah@gmail.com)@gmail.com

SKILLS

Android

Dart

Flutter

Spring

Gradle

2022 - 2023 (Havana - Cuba)

2021 - 2022 (Havana - Cuba)

2016 - 2022 (Havana - Cuba)

Java

Work Experience

GitKraken

**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**).

**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**.

**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.
* Integration with **private APIs**, **libraries** and **third-party service,** using the Flutter, **Dio** and **Retrofit** packages.

Git

GitHub

Amplify

MySQL

AWS

PostgreSQL

SQLite

REST

GraphQL

Postman

SCRUM

EDUCATION

References

LANGUAGES

2016 - 2021

Software Engineering

***Technological University of Havana “José A. Echeverría” - CUJAE***

Havana – Cuba

THESIS: Android application for the protection of multimedia files.

**Jesús Hernández Barrios**

Root 101 | Founder

Telephone: +53 54268660

[jhernandezb96@gmail.com](mailto:jhernandezb96@gmail.com)

**Mayling Mirabal Olivera**

Citmatel | Project Leader

Telephone: +53 59941059

Spanish: Native

English: Professional