

# Seth Aldwin Tolentino | Android Developer

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Portfolio: <https://seth-alwin-portfolio.vercel.app>

**Android Native Developer** with 3+ years of experience delivering native apps in Kotlin and Java for enterprise and consumer use. Sole developer for multi-department systems and POS solutions adopted across 4 divisions. Skilled in modern Android architectures (MVVM, Hilt, Coroutines) and CI/CD pipelines that improve release reliability and app performance.

## TECHNICAL SKILLS :

**Languages:** Kotlin, Java

**Android Development:** Jetpack Compose, XML Layouts, ViewBinding, Material Design 3, Android Studio

**Architecture & Patterns:** MVVM, Clean Architecture, Repository Pattern, SOLID Principles

**Frameworks & Libraries:** Hilt (Dagger), Retrofit, Room, DataStore, Coroutines, Flow, LiveData, Navigation Component, WorkManager

**Backend & APIs:** Firebase (Auth, Firestore, Storage, Cloud Functions, Analytics), MongoDB Atlas, RESTful APIs, Postman

**Tools & CI/CD:** Git, GitHub, GitLab CI/CD, GitHub Actions, Android Debug Bridge (ADB), Firebase Crashlytics, Lint, Detekt, Jira

**Testing & Performance:** Unit Testing (JUnit), UI Testing (Espresso), LeakCanary, Android Profiler

**UI/UX Design:** Figma, Material Design Guidelines, Adaptive UI, Accessibility (TalkBack-ready)

**Other Integrations:** Google Maps SDK, ML Kit, CameraX, OpenCV, Payment SDKs (Cash & E-wallet), Cloud Messaging

## WORK EXPERIENCE

### ANDROID DEVELOPER | ROPALI CORPORATION | JAN 2023 – PRESENT

- Migrated critical legacy Java components to Kotlin, resulting in a **60% decrease** in codebase size and significantly improving build stability.
- Sole Android developer responsible for architecting, building, and deploying 4+ Android applications used across 4 departments, improving cross-department workflow efficiency and reducing manual reporting time by **40%**.
- Built and deployed a Kotlin-based sales app that reduced manual reporting time by **~40%** and enabled 3 departments to track leads in real time.
- Led the redesign and revamp of UI/UX for in-house Android applications at Ropali Motorcycles, resulting in a more user-friendly and visually appealing experience. Redesigned UI using Material 3

and Compose, improving usability scores from internal QA by **50% and reducing user-error reports.**

- Engineered a Kotlin-based field operations app for agricultural teams under Ropali's LUPA initiative, combining Google Maps (geolocation), CameraX, and ML Kit for automated on-site data capture. Achieved **40% faster field reporting** and eliminated manual entry errors across 5 regional branches.
- Implemented and maintained GitLab CI/CD pipelines, automating build and deployment processes that reduced release time from 30 minutes to under 5 and improved deployment reliability.
- Built and maintained a 3-app Android POS ecosystem for **Dino Discovery Park** — powering ticketing, queue management, cash payments, and daily remittance tracking for operations handling 500+ visitors per day, reducing checkout time by **45%** and cutting end-of-day reconciliation time by **60%.**

## JUNIOR ANDROID DEVELOPER | AIX | JUN 2022 – OCT 2022

- Delivered responsive UIs aligned with Material Design, ensuring visual consistency and reducing QA rework by **25%**
- Implemented Kotlin Coroutines and LiveData to manage asynchronous data flows, cutting UI lag by **35%** and simplifying background task handling across multiple app modules.
- Applied **Agile** and Scrum methodologies to coordinate development tasks in **Jira**, improving sprint visibility and reducing delivery delays by **20%** through proactive backlog management.
- Designed and implemented modular XML layouts aligned with Material Design guidelines, improving UI reusability and reducing layout redundancy by **30%** across client projects.
- Prototyped shared modules in **Kotlin Multiplatform Mobile (KMM)**, achieving **40%** code reuse between Android and iOS during internal testing.

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## Selected Projects

### Steam & Bean – Mobile E-commerce Native Application (Personal Project)

Github repository: <https://github.com/Brave6/steam-bean-app>

- Engineered a full-featured coffee shop **E-commerce** application, leveraging **Jetpack Compose** with **Material 3** to deliver a highly reactive, modern, and fluid user interface.
- Implemented a scalable **MVVM** architecture and clean coding practices, utilizing **Kotlin Coroutines** and **Flow** for asynchronous state management and real-time data handling.

- Integrated a complete cloud backend using **Firebase Authentication**, **Firestore**, **Cloud Storage**, and **Analytics** for secure user login, persistent data storage (dynamic menu, shopping cart, favorites), and promotional tracking.
- Developed core e-commerce features including a multi-step user onboarding flow, dynamic product customization (size, temperature), real-time cart persistence, and a basic loyalty/rewards system.
- Managed complex asynchronous operations and UI state using Kotlin Coroutines and StateFlow to ensure reactive data streams and real-time data handling.
- Optimized image loading and caching using Coil, improving load speed by 30%.

## Selected Projects

Pits Stop Paradise – Native Android Application (Personal Project)

Github repository: <https://github.com/Brave6/pit-stop-paradise>

- Developed modular **MVVM** architecture with **Hilt** and Clean Architecture principles for maintainability.
- Integrated **MongoDB Atlas** backend and Retrofit-based API for bookings and offers.
- Built an interactive service catalog, special offers display, and booking system with RecyclerView adapters and custom view holders.
- Configured CI/CD via GitHub Actions, automating builds and tests for faster iteration cycles.
- Applied Material Design guidelines and ensured compatibility with **accessibility features** (TalkBack-ready).