

## Android Developer

Dedicated and hardworking mobile developer with 4 years of experience in Android Development. Self-motivated worker who is able to establish and create strong relationships with clients in a professional manner. Great team player who is able to collaborate with colleagues in different roles in order to deliver high quality services, while meeting clients' needs within their budget.

## Technical Skills

Android Development	▪	Material	▪	Unit Test	▪	Firebase	▪	XML	
	▪	Android	▪	Dagger	▪	MVC/MVP	▪	JSON	
	▪	RxJava	▪	Git	▪	Restful	▪	oAuth	
Languages	▪	Java	▪	C#	▪	MySQL	▪	BASH	▪ Python
	▪	C++	▪	JavaScript	▪	PHP	▪	Lua	
Web Tools & Frameworks	▪	WordPress	▪	AWS	▪	SCSS	▪	NPM	
	▪	Laravel	▪	Gulp	▪	LESS	▪	Angular2	
	▪	jQuery	▪	React	▪	VueJS			

## Work Experiences

<b>Mobile Developer</b>	<b>Freelance Contractor – Los Angeles, CA (01/2014 – Present)</b>
<ul style="list-style-type: none"> <li>Developing a wide range of mobile apps in order to help clients to find the perfect solution for their needs.</li> <li>Creating and presenting technical proposals and its proper documentation for clients.</li> <li>Working and advising several designers to improve the user experience through clean interfaces for simple and intuitive interactions and experiences.</li> <li>Establishing and maintaining strong relationships with clients, analyzing their needs and presenting the best solution within their budget, as well following their feedback to ensure clients' satisfaction.</li> </ul>	

## Education

<b>Rio Hondo College – Whittier, CA</b>	<b>2014</b>
<b>Associate of Science in Information Technology</b>	
<b>Udacity (Partnership with Google Inc.) – Online</b>	<b>In Progress</b>
<b>Android Developer Nanodegree</b>	
<b>Relevant coursework:</b>	
<ul style="list-style-type: none"> <li>Advanced Android Development</li> <li>Gradle for Android and Java</li> </ul>	<ul style="list-style-type: none"> <li>Android Ubiquitous Computing</li> <li>Material Design</li> </ul>
	Google Services (Analytics, Connectivity, Location, Maps)

## Notable Projects

<b>Poke Scanner</b>	<b>2016</b>
<p><i>An application geared towards users playing PokemonGo. The application helped users crowdsource the location of various Pokémon in their area.</i></p> <ul style="list-style-type: none"> <li>Acted as Leader Developer within a team of over 40 different contributors.</li> <li>App achieved 5 million downloads over the course of 2 months.</li> <li>System designed for high volume operations, currently 40~50k concurrent users.</li> <li>Translated into 27 differently languages via Crowd Sourcing.</li> </ul>	
<b>Invoice Manager</b>	<b>2015</b>
<p><i>Invoice Manager is a SaaS dedicated to helping companies manage and bill out Vehicle Repairs. It's specifically geared towards the Dealership market with many rich features such as a Vin Decoder and Automatic Invoice Generation.</i></p> <ul style="list-style-type: none"> <li>Website was built using PHP (Laravel Framework).</li> <li>Mobile Application was built using Android.</li> <li>Currently at 4 different companies using the application.</li> </ul>	