Angel Daniel Blas Carias

Android Developer   📍 Guatemala City, Guatemala   📞 +502 4221-0339

Skills

Programming Languages

Kotlin
Java
C++
C
Assembly x86 & x64
JavaScript
TypeScript
C#
Python

Frameworks

KMM
Jetpack Compose
Angular
Ktor
Spring Boot
NodeJs

Android Libraries

Dagger Hilt
Retrofit
Volley
Room
Sqldeligh
LiveData & ViewModel
Flow
Coroutines
Glide & Picasso
OkHttp
JUni4
JUni5
Mockito
Expresso
GSON

Databases

Firebase
MySQL
SQLite

Tools

IntelliJ. Android Studio
Gradle
Npm
Git
Figma

Languages

Spanish (Native)
English (B1)

Profile

I am a passionate self-taught developer specialized in Android and desktop applications with over 3 years of experience, from Guatemala. Currently, I work independently as a developer on both Android and Desktop platforms. Additionally, I have a strong interest in cross-platform development and reverse engineering. At the moment, I am immersed in learning KMM (Kotlin Multiplatform) and reverse engineering, with the goal of delving even further into this fascinating field.

Experience

Android & Desktop Developer: Freelancer, December 2022 - Current
Over the past 2 years, I have worked as an independent developer for both Android and desktop applications. I have developed both extensive applications and smaller ones for specific individual clients. In these projects, I have used Kotlin, Java, and Jetpack Compose for project development, and I have also employed C++ for creating native libraries, along with other languages and libraries for building mobile and desktop applications.

Web developer: Vico's Painting Concepts, June 2022 - November 2022
I undertook key responsibilities as the manager of the company's website maintenance for a period of five months. During my tenure, I implemented rigorous testing to ensure the stability and functionality of the site, while simultaneously conducting continuous monitoring and code optimization to enhance the user experience. My commitment to quality and efficiency contributed to the optimal performance of the company's digital platform.

Web developer: Vico's Painting Concepts, March 2022 - June 2022
I developed a website designed to facilitate efficient and quick communication between users and the company for service requests. This web platform was built using HTML, CSS, Bootstrap, JavaScript, and Node.js, with MySQL as the database. I conducted thorough tests to ensure the stability and functionality of the site, ensuring that users can interact securely and efficiently.

Android Developer: SkyOne Group, January 2022 - February 2022
I carried out the migration of an application written in Java to Kotlin, enhancing its functionality by implementing a clean architecture along with a Model-View-ViewModel (MVVM) architecture to make the application more scalable. I ensured that all components worked correctly and complied with security standards. Additionally, I worked on code optimization to ensure optimal performance.

Web Developer: SkyOne Group, November 2021 - January 2022
I developed a website for purchasing subscriptions for an entertainment application, using HTML, CSS, and JavaScript. I utilized the PayPal API as a secure, easy, and convenient payment method for users. I conducted thorough testing to ensure the stability and functionality of the website, enabling users to make their purchases quickly and securely. Additionally, I ensured that the website stayed up-to-date with the latest security and stability standards.

Contact

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