DAVID GARCIA - MOBILE ENGINEER

CONTACT INFORMATION

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SKILLS

Languages & Frameworks:

- Kotlin, Java, Dart, Flutter, TypeScript, NestJs, Android SDK, Jetpack Compose

Tools & Platforms:

- Firebase, Git, Codemagic, GitHub Actions, AWS (S3, Bucket, Lambda), Android Studio, Cursor, VSCode

Development Skills:

- CI/CD, MVVM & Clean Architecture, Unit & Integration Testing, RESTful API Integration (Retrofit), GraphQL (basic), Local Persistence (Room, SharedPreferences), Native Android Development (Kotlin/Java), Flutter App Development (multi-platform), Widget Composition, State Management (BLoC, Provider, Riverpod), Firebase Integration (Auth, Firestore, Storage), Performance Optimization, Debugging, UI/UX Best Practices, Agile Collaboration (Scrum, Kanban), Mobile Release Process (Google Play & App Store), Secure Coding Practices (HTTPS, TLS, SHA-256, Cipher Block Chaining, Code Obfuscation), Documentation and Technical Planning, Critical Thinking and Detail Orientation, Self-motivation and Ownership Mindset

Soft Skills:

- Problem Solving, Critical Thinking, Attention to Detail, Communication, Cross-functional Collaboration, Self-Motivation, Team Player, Ownership Mentality, Technical Leadership, Code Review, Mentoring

LANGUAGES

- English: Advanced
- Spanish: Native

PROFESSIONAL SUMMARY

Mobile Engineer with over 7 years of experience developing native Android and Flutter applications. Proven track record delivering scalable and high-performance mobile solutions for startups and enterprise environments. Strong focus on secure coding standards, data encryption, and performance optimization. Known for clear technical documentation, critical thinking, and consistent delivery under tight deadlines.

Led and collaborated on multiple full-cycle projects, from planning and development to app store release, including RESTful API integration, CI/CD automation, and efficient bug resolution. Comfortable working in remote and cross-functional teams, contributing to both technical and product decisions.

PROFESSIONAL EXPERIENCE

Android Engineer - AcidLabs (Remote - Santiago, Chile)

Oct 2024 - May 2025

- Developed and maintained native features in Kotlin for a logistics application.
- Debugged and optimized app performance across Android devices.
- Integrated backend services using REST APIs.

- Contributed to successful releases on Google Play.

Lead Mobile Engineer - Presto Latam (Remote - Bolivia)

Oct 2022 - Sep 2024

- Led the development of a fintech mobile app using MVVM architecture.
- Coordinated with backend, QA, and product teams to implement features.
- Automated deployments using GitHub Actions and Codemagic.
- Oversaw the release process on Google Play and App Store.

Android/Flutter Developer - JoinReady (Remote - Chile)

Feb 2022 - Feb 2023

- Built scalable mobile features with a focus on maintainability.
- Worked with GraphQL APIs for HEB's requirements.
- Actively participated in technical decisions and code optimization.
- Supported releases to app stores.

Android/Flutter Developer - Manzana Verde Inc. (Remote - Mexico)

Nov 2020 - Nov 2021

- Integrated real-time tracking and payment modules.
- Optimized app performance and improved user experience.

Android Developer - Sintesis (Remote - Bolivia)

Feb 2020 - Sep 2020

- Built a payment service app from scratch using Kotlin.
- Managed local storage and API communication.

Software Developer - Oktana Corporation (Remote - U.S.)

Apr 2019 - Dec 2019

- Integrated mobile platforms with Salesforce backend.
- Performed unit testing and post-launch support.

Android Engineer - Loyalty Clubs (Bolivia)

Aug 2017 - Apr 2019

- Developed native apps using Java/Kotlin and handled ongoing maintenance.
- Managed publishing and monitoring on Google Play Store.

Programming Assistant - Universidad Gabriel René Moreno

Jan 2015 - Jun 2015

- Developed an academic mobile application with a focus on usability.

EDUCATION

Systems Engineering

Universidad Gabriel René Moreno - 2019