

ERIC MICHAEL O. ALVAREZ

ANDROID DEVELOPER

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PROFESSIONAL SUMMARY

Passionate Software Engineer with nine years of experience in designing, developing, and implementing high quality software application solutions. Working collaboratively with cross-functional teams to achieve project goals. I am a quick learner and thrive in dynamic fast-paced environments. I am committed to delivering high-quality, maintainable, and scalable solutions that meet the needs of both clients and end-users.

SKILLS

- **Android, Java, Kotlin, RESTful API**
- **Javascript, NodeJS, Express.js, Angular**
- **Clean Architecture, MVC, MVVM**
- **PostgreSQL, SQLite, NoSQL**
- **Firebase Services, Hosting, Functions, Firestore Database, Authentication, Storage, BigQuery, Data Studio**
- **AWS EC2, S3, RDS**
- **Git, CICD, TDD**

EDUCATION

- **MargaPhil Technical Institute**
Vocational | Food and Beverages Services NC II
2009

EXPERIENCE

SR. FULL STACK DEVELOPER

MIGO ENTERTAINMENT INC, ID

07-2021 - CURRENT

- Designed, developed, and maintained an in-house Agency Tool, an incentive program platform that is driven by Sales Team to facilitates incentive program management, agent account/organizational management and sales dashboard. Boosting company sales by 25% and providing extra income to 3000+ external agents. Built with Android/Kotlin for App and (Angular, NodeJS/Express and PostgreSQL) for full stack Web.
- Designed, developed, and maintained the digitalization of the end-to-end process of Retailer partner contract signing and contract management, helped the RTM team to increase numbers of signed contract by 15% in the field. Built with Android/Kotlin and (NodeJS/Express and PostgreSQL) for backend.
- Worked with product managers to gather and analyze requirements, provide solutions and limitations for both technical and UX, plus give timeline of the project.
- Conducted User Acceptance Testing (UAT) as standard procedure to ensure that UI/UX are clearly aligned to the knowledge of end users before releasing to production environment.
- Performed regular monitoring of application stability, analyzed the root cause, performed long term solutions and application performance improvements.

SR. ANDROID DEVELOPER

MIGO ENTERTAINMENT INC, ID

05-2019 – 07-2021

- Designed, developed, and maintained an in-house Ticketing System allowing full customizability to support custom requirements and reducing operational costs by 1000 USD/month. Built with Android/Kotlin for App and (Angular, NodeJS/Express) for full stack Web with Firebase services.
- Designed, developed, and maintained new Whatsapp messaging backend service (NodeJS/Express) that served as general WA messenger for various internal applications.
- Implemented CICD pipelines (GitLab) for Android and Web Applications.

ANDROID DEVELOPER

MIGO ENTERTAINMENT INC, PH

06-2014 – 05-2019

- Re-architected the company's main Android Application (JAVA) core features (catalog browsing and content download), to suits new UI/UX requirements, enhanced code quality with clean architecture MVVM, unit tests and bug fixes that significantly improved the app functionality speed by 12% and stability by 9%.
- Developed and maintained the Offline Daily Rewards feature using Android/Kotlin, which helped increase user retention by 20%.
- Created prototypes for new upcoming features.
- Developed and maintained a Point of Sales (POS) application. This application served as a visual interface for ongoing content download progress, remaining and occupied slots, and featured the ability to sell passes and track sales from dashboard. The POS was built with Android/Java.

SOFTWARE QUALITY ASSURANCE

MIGO ENTERTAINMENT INC, PH

03-2014 – 06-2014

- Ensured quality of released software to end users by creating test cases, conducting manual testing to different Android powered Mobile devices.
- Write an Android automation testing code using Robotium framework.

FIXED ASSET CUSTODIAN/INVENTORY CLERK

MIGO ENTERTAINMENT INC, PH

11-2013 – 03-2014

- Ensured all in-coming and out-going company assets are well handled, documented, and inventory recorded.