

Jesús Hernández

Desarrollador Frontend Flutter/Dart

Desarrollador de software dedicado a producir código de alta calidad, legible, bien documentado y funcional. Buscando siempre el próximo proyecto o desafío que ayude a mejorar mi formación y rendimiento.

Entusiasta del desarrollo de software, con experiencia en Flutter desde que este estaba en su versión Beta.



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Yucatan, Mexico



Version control:

- GIT
- GitHub
- Bitbucket

State management:

- Bloc / Cubit
- Riverpod
- Get

Local Databases:

- Isar
- ObjectBox
- SQLite

Third party integrations:

- Firebase
- Supabase
- Custom APIs

PROFESSIONAL EXPERIENCE

10/2022 – now
Havana – Cuba,
Yucatan – Mexico

Zyrcled Social Group,

Front-end developer

Achievements / Tasks:

- Android and iOS app development using **Dart** and **Flutter**.
- Integration with Google/Firebase services: **Firestore**, **FCM**, **Authentication**, **Storage**, **Maps** and **Crashlytics**.
- Integration with **Supabase** services, with a focus on user management and **PostgreSQL** with its realtime work.
- Use of modular architectures using **Melo** for better organization and scalability.
- Consumption of **third-party APIs** and integration with **Cloud Functions**, as well as the internal backend.
- Application of **realtime** techniques and work with **Stream** to ensure an effective updating of data.
- Development of **dating-apps** type applications with a strong social sense and high volume of traffic.
- Collaboration in multiple community packages such as: **feedback**, **flutter_zoom_drawer**, **circular_countdown_timer**, **custom_dropdown**.

01/2023 – 09/2023
Havana - Cuba

TuVendor

Front-end developer

Achievements / Tasks:

- Interpretation of **UI/UX** designs made in **Figma** and adaptation of them to the visual of the application.
- Analysis of user requirements and translation of customer needs into **iOS** and **Android** application designs.
- Development of **e-commerce**, **services**, **news** and **transportation** applications.
- Use of various architectures such as **Clean** and **MVVM**, and state managers such as **Get**, **Bloc/Cubit** and **Provider**.
- Use of version control systems (**GitHub**) and it's **CI/CD** for testing and deploying.
- Consumption of **REST** and **GraphQL** APIs.
- Integration with payment gateways such as **Stripe** and **Tropipay**.

LANGUAGES

Español: ● ● ● ● ● ● ● ● ● ●
Inglés: ● ● ● ● ● ● ● ● ● ●
Hebreo: ● ● ● ● ● ● ● ● ● ●

STUDIES

2015 - 2022

Ingeniero Informático
Universidad Tecnológica de La Habana "José Antonio Echeverría"
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REFERENCES

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