Jesús Hernández

Flutter/Dart Frontend developer

Software developer dedicated to producing high-quality, readable, well-documented, and functional code. Always looking for the next project or challenge that will help improve my training and performance.
Software development enthusiast, with experience in Flutter since it was in its Beta version.

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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

Spanish: 🟢🟢🟢🟢🟢
English: 🟢🟢🟢⚪⚪
Hebrew: 🟢⚪⚪⚪⚪

STUDIES

2015 - 2022
Software Engineer
Universidad Tecnológica de La Habana "José Antonio Echeverría" (CUJAE)
Havana, Cuba

REFERENCES

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SOCIAL

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