

Jesus Aguirre

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Software Engineer passionate about solving problems through clean, simple, and effective solutions. Specialized in Flutter, I build and deliver high-performance cross-platform mobile applications from idea to production. Experienced in secure authentication (Google, Apple, Email), real-time features, push notifications (Firebase FCM), and geolocation services (Google Maps SDK, Mapbox SDK). Skilled in CI/CD automation with Codemagic, streamlining delivery pipelines and successfully publishing apps on both App Store and Play Store.

Impact Highlights

- Enabled real-time agricultural monitoring for 20 farmers across 1,000+ hectares by building a Flutter + BLoC offline-first app with Firestore sync, reducing report delivery time from 3 weeks to 1–3 days.
- Managed end-to-end app deployment by automating CI/CD workflows with Codemagic, ensuring timely and reliable releases to App Store and Play Store without manual errors.

EXPERIENCIA PROFESIONAL

A4agro
Senior Mobile Engineer

Barquisimeto, Venezuela
(Remote)
April 2024–September 2025

- Implemented offline maps and interactive farm/sublot layers with Mapbox, allowing precise location tracking of activities and monitoring sessions.
- Delivered instant crop alerts and activity updates via Firebase FCM, enabling farmers to make timely decisions on labor and resource allocation.
- Designed modular **Activities** and **Monitoring** workflows, providing a clear, structured process for planning and tracking crop cycles.
- Created multi-farm management and producer switching features, giving agronomists and farmers immediate access to all relevant farms and plots

A4agro
Mid Full-stack Engineer

Barquisimeto, Venezuela
October 2023–April 2024

- Built a livestock management app with Flutter + Drift/SQLite, improving field data availability by 35%.
- Developed NestJS microservices with NATS, Dockerized for AWS, enabling scalable pipelines.
- Strengthened network reliability with Dio, reducing API errors by 20% in poor connectivity

EDUCACIÓN

B.S in Computer Engineering
Ingeniería en Informática

Barquisimeto, Venezuela
May 2424

SKILLS

Mobile Development: Flutter, Dart, BLoC/Cubit, Provider, Riverpod, GoRouter

Authentication: Firebase Auth, JWT, Google/Apple/Email Sign-In

Offline & Data: Firestore, SQLite, Drift, Sync, Caching

Maps & Geo: Google Maps SDK, Mapbox, Geolocator

Push & Real-time: Firebase FCM, WebSockets

CI/CD & Deployment: Codemagic, App Store Connect, Google Play Console

Backend & Data: NestJS, FastAPI, Python, PostgreSQL, MySQL

DevOps: Docker, NATS, AWS (EC2, S3), Azure