Pablo Nicolas Sabaliauskas

Android developer

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EDUCATION

University Technician in Computer Programming   **2019**
National University of Quilmes, Buenos Aires, Argentina.

Electronic Technician   **2004**
Technical School 'Dr. Salvador Debenedetti', Buenos Aires, Argentina.

WORK EXPERIENCE

Android developer   **February 2022 - Present**
InvGate   *Remote*

- **Context and project of the organization**:
  This project is part of a system that centralizes all of a company's assets (physical and virtual). For Android mobile assets there is an app to give device information and status.
- **Responsibilities, Achievements and Deliverable:**
  - Migrate to kotlin and add MVVM architecture.
  - Troubleshoot issues in newer versions of Android.
  - Solve required from customers.
  - Add features.
  - Set up traceability and logs.
  - Publish to Google Play Store.
- **Technologies:**
  Android Studio and Kotlin, Workers, Coroutines, Geolocation, LiveData, Flow, DataBinding, Navigation Component, Loggly, Material, Retrofit, Git.

Developer Android   **April 2019 - September 2021**
Cablevisión Flow   *Buenos Aires, Argentina*

- **Context and project of the organization**:
  It is a platform that offers digital content to watch movies, series and live TV in all electronic devices. The project started on Android mobile devices and continued on Android TV devices. For the TV project, the company offers Android boxes which have two system apps to download and update as needed.
- **Responsibilities, Achievements and Deliverable:**
  - Add MVVM architecture and development techniques recommended by Android.
  - Troubleshoot app issues.
  - Add features (parental control, menu, search page, main page, profiles, configuration, download, services hooks, splash).
  - Add a player and extra features.
  - Set up traceability and logs.
  - Exchange with other teams of the same project.
  - Management and administration of information to build dynamic pages.
- **Technologies:**
  Android Studio and Kotlin, Workers, Coroutines, LiveData, Flow, Room, DataBinding, Navigation Component, ExoPlayer, Android Hooks, Firebase CrashLytics, Loggly, Material, Retrofit, BitBucket. .

Full-Stack Developer **January 2017 - April 2019**

SurSoftware *Chubut, Argentina*

- **Context and project of the organization**:
  The project consists in the management of deposits, the web application allows all the administrative and logistical management. Using RFID and tablet readings, employees can get the location of each load.
- **Responsibilities, Achievements and Deliverable:**
  - Creation of views to operate on a database.
  - Development of an interactive map.
  - Database maintenance.
  - Troubleshooting app issues.
  - Development of an Android.dynamic application.
- **Technologies:**
  - Front-End: ZK, Java, JavaScript, Bootstraps.
  - Back-End: Java, Spring, postgreSQL, services API REST.
  - Front-End Android: Android Studio et Kotlin, Workers, Jobs, Material, Volley.

TEACHING EXPERIENCE

teaching assistant **February 2020 – Present**

National University of Quilmes. *Buenos Aires, Argentina*

TECHNICAL SKILLS

- Experience:
  - Kotlin and Java.
  - Architectures MVP and MVVM .
  - RESTful web services (Retrofit and Volley) .
  - Relational databases (SQLite and PostgreSQL).
  - Development for simple activity applications (single activities).
  - Navigation elements (LiveData, Room, Coroutines, Workers, etc.) .
  - Creation of Android hooks.
  - Git (GitHub, GitLab, Bitbucket) and Subversion.
  - Work in Agile mode and continuous integration.
- Knowledge:
  - Non-relational databases (MongoDB and Neo4J) ;
  - Python, JavaScript, Haskel, Smalltalk and C++.