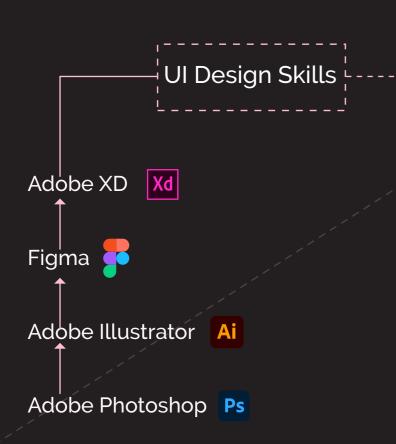
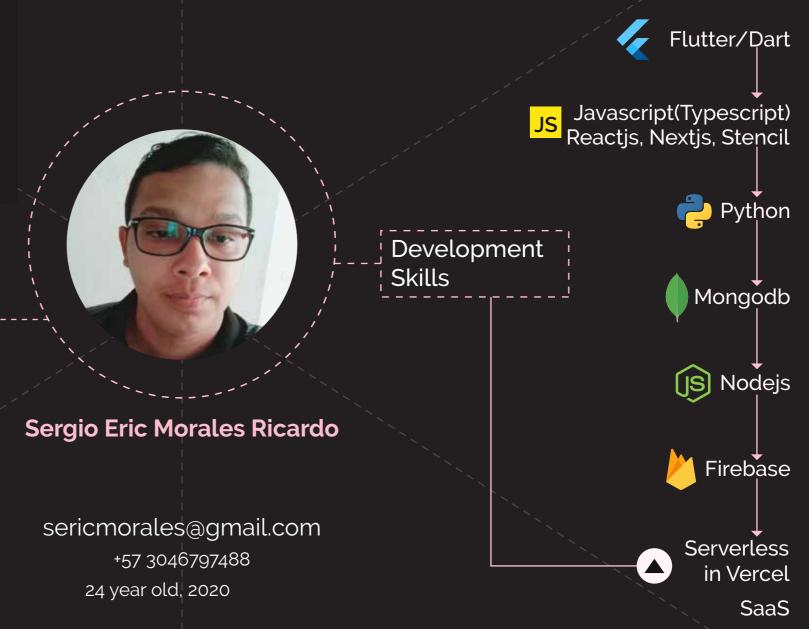


> Systems Engineer graduated from the University of Córdoba (Colombia), passionate about creating usable and readable user interfaces.

Focused from the conception of an idea, to translate it into a functional product following the rules or standards that all development implies.





Capacity of:

- Maintain version control of projects with the git/GitHub ecosystem.
- Document code in English, understandable, clear and concise, avoiding redundancy.
- Modularize the code, separating the UI from the business logic.
- Perform unit tests for critical parts of a development.
- Learn and teach alongside team members.
- Technically draw design elements such as logos, icons, illustrations, graphics and other elements that accompany the visual part.
- Render visuals in 3D.



Dev profile on Github

github.com/SergioEric/

Projects on github that you can see.

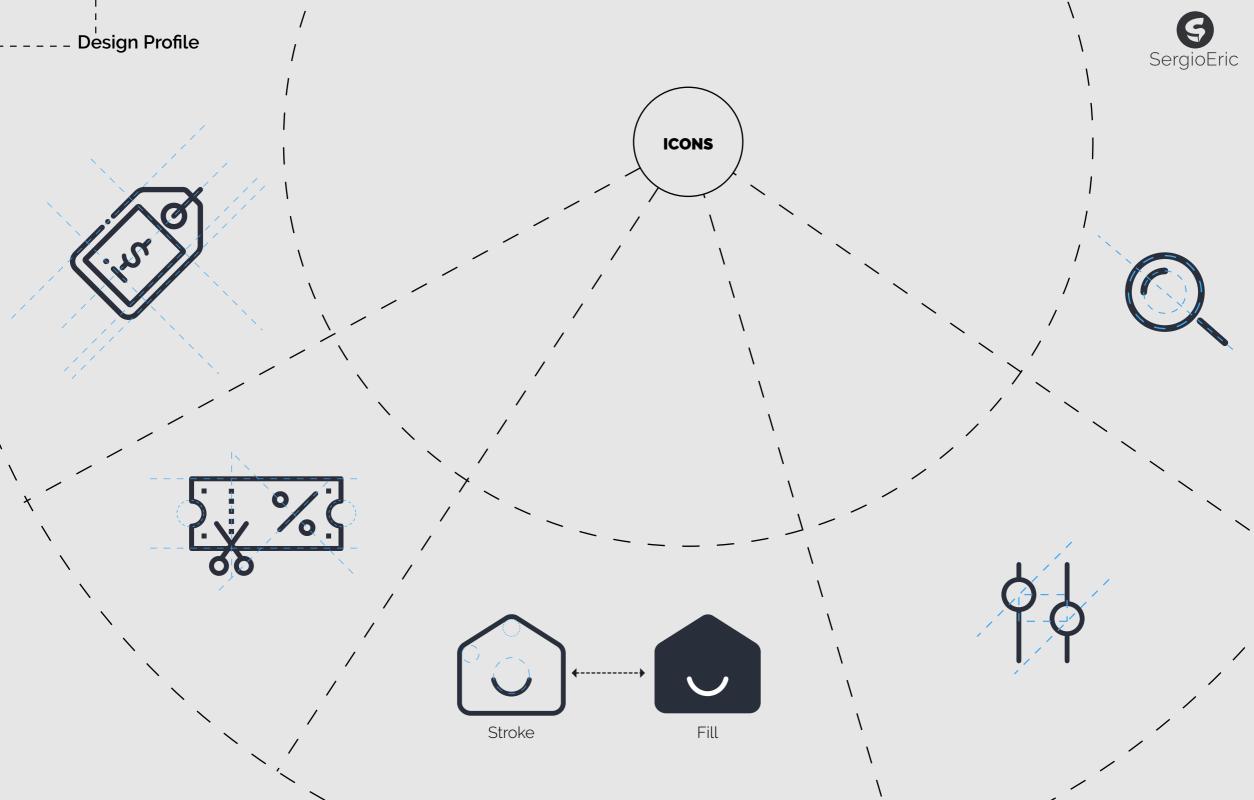
- github.com/SergioEric/flutter-bmi-calc-rive-animation
- github.com/SergioEric/booking_sample
- github.com/SergioEric/cap-app-flutter
- github.com/SergioEric/lol_colors_flutter
- github.com/SergioEric/covid19-colombia-stencilapp
- github.com/SergioEric/domigun
- github.com/SergioEric/test-js



Flutter Skills:

- Understanding of Widget tree such as Element, Render-Object and Widget.
- Material Theming with Google's guidelines altogether with Colors and Type System.
- Work with Layouts that adapt to screen sizes.
- Optimization of Assets (Images, Icons and RiveAnimations(*rive.app*)).
- Unit testing, mocking with Mockito package, widget testing.
- State Management with flutter_bloc and Riverpod.
- Local storage with hivedb (faster and lightweight key-value database in dart).
- Fully integration with Firabase/Flutter ecosystem.
- Push Notifications with FCM.
- Clean Architecture in development process.







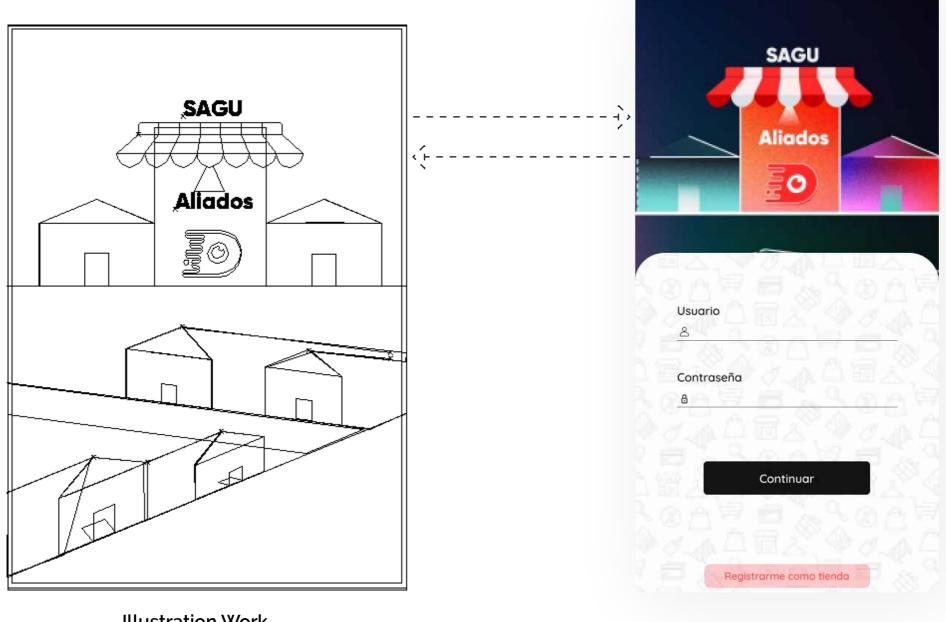


Illustration Work

Flutter mobile result

