Loren Aguey

Mobile App & Web Developer

loren@blackcatdev.io

1 (206) 696-9725

GitHub

LinkedIn

Stack Overflow Profile

Hiring Manager, Kintone

Dear Hiring Manager,

As a Flutter developer with 3 years of experience, I'm confident I would make a skilled and valuable addition to Kintone's team.

Both my previous career as a live sound engineer, and my current one as a software developer both require adept problem solving skills, handling complex tasks and problems under time constraints.

My previous contract as a Flutter developer at TVision Insights, provided me with valuable experience diving into a pre-existing code base, developing a deep understanding of how everything works, and moving forward with fixing existing bugs and implementing new features while writing unit tests to ensure existing functionality does not get broken in the future.

While I was the sole developer working on the Panelist Connect mobile app, I gained experience collaborating with more senior developers and Product Managers, including submitting pull requests for code review, participating in daily stand-up meetings, weekly grooming meetings, and bi-monthly sprint kickoff meetings using Jira for all task management.

After doing some research on Kintone, it appears you make some unique tools that really provide value for your clients in streamlining their workflows. I personally rely heavily on productivity software and know how helpful it is when used correctly. I would very much value an opportunity to work on tools that make people's jobs and lives easier and more productive.

Please see my personal app Epic Skies (currently in open beta) for my use of Firebase integration, responsible Git usage, clean architecture, UX design, and self-documenting code (GitHub repo, Android and iOS beta test links)

I'm eager to apply my passion for Flutter, and continued learning, as a Flutter developer for Kintone. I would very much appreciate an opportunity to showcase my knowledge in a tech screen, and to leverage my communicative, multitasking, and technical skills towards the goals that Kintone has for this role.

Thanks so much for your consideration,

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Languages
Dart
JavaScript
HTML
CSS

Frameworks
Flutter
Express
NestJS w/Express

Databases
MongoDB
Firebase

Project Management
Jira
Bitbucket
GitHub
Git

CI/CD
CircleCI

Flutter State Management
Bloc
Provider
GetX

Hobbies
Piano & Guitar
Snowboarding
Fitness
Video Games

Career Objective

Following 18 years as a global live sound engineer, in 2020, I decided to pursue my new passion in software. My previous career was highly technically demanding, from performing complex audio calculations for large-scale sound system deployment to wireless frequency management. I have translated the skills of problem solving, task management, and staying on top of emerging technologies into my current role as a software engineer.

Work Experience

TVision Insights - Mobile App Developer (Flutter)

June 2022 – Feb 2023

- Sole developer on Panelist Connect mobile application for iOS and Android. Completed all roadmap features which included a setup wizard to enable Panelists to install TVision devices in their home and monitor their devices status over Bluetooth.

- Refactored app to provide a testable architecture with bloc state management. This facilitated the process of writing meaningful unit tests with the bloc_test_library.

- Implemented Firebase Analytics reporting based on requirements from the Product team. This provided analytics data that enabled non-technical users to validate successful installations of TVision devices.

- Instituted functionality to populate and submit a web form in app background, which submitted device information to Zoho CRM and simplified customer support for TVision's Panel Operations Department.

- Submitted code for review via Bitbucket with git, participated in Jira Sprint planning and grooming meetings and had daily stand-ups with the larger device team.

- Provided thorough documentation on app architecture to facilitate development for future developers.

Projects

Epic Skies - Weather app built with Flutter - GitHub repo

- Designed and built entire Epic Skies user interface and full functionality from scratch. The app is currently in public beta testing and preparing for production release. Download available for iOS and Android.

- Integrated pulling data from several sources, including REST APIs, Firebase and local storage integration.

Other Experience

- Managing app deployment on Google Play Console, App Store Connect and TestFlight

- Developing authentication flows with Firebase Auth

- Building REST APIs with Node JS Express and NestJS frameworks with data persistence in MongoDB.

- Setting up two-way real time data streams between NodeJS and Flutter apps with Socket.io.

- Regularly troubleshoots, analyzes software challenges and answers questions on Stack Overflow to help others and expand personal knowledge base.

- Three years of web and cross-platform app mobile development with Flutter, and intensive self-study of general software design principles.