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Manuel Rodrigo Gonzalez

Android Developer

Self-taught Android native developer, quick learner, wannabe handyman. I once stumbled upon an article showing how to build an automated plant pot which turned into a passion for IoT and coding. I love old music and fixing things hence my diverse collection of spare screws and nuts. Promise my PRs are more organized than my desk.

SKILLS

- Kotlin
- Android SDK
- Jetpack Compose
- MVVM/MVP/MVI/Clean
- Kotlin Coroutines/Flow

- Dependency Injection (Hilt, Koin)
- KMM
- Networking Libraries (Retrofit, Ktor)
- Git
- IoT

EXPERIENCE

Android developer Jr. - *Freelance*

Basic UI design and bug fixing mostly but also worked on new feature implementations. PROJECTS EXPERIENCE

- **Alfred**

Role: Android Developer

Stack: Android

Time: 1 year

As a freelancer for Alfred, a burgeoning restaurant recommendation app startup, I embarked on the challenge of enhancing the app's codebase. Upon joining the project, I observed that the entire app was written in Java. Recognizing the potential for improvement, I gradually introduced Kotlin code into the project. This strategic transition yielded profound benefits, notably enhancing code readability and significantly improving performance. By leveraging Kotlin's concise syntax and powerful features, we not only streamlined development but also enhanced the app's overall efficiency.

Android Developer - *Nimble.la*

MAR 2021 - JUN 2023

I began my journey at Bambino as a Trainee and swiftly advanced to the role of sole developer within a year. During this time, I spearheaded the integration of Kotlin for new features and initiated a significant overhaul of the project's architecture, transitioning from an MVP model to MVVM. This restructuring not

only enhanced code organization but also yielded tangible benefits, including notable improvements in performance and a remarkable reduction in project size—up to 30% fewer lines of code by the time of my departure. Transitioning from my role at Bambino, I embarked on an exciting journey as an external contractor for Red Bull's Wings for Life World Run app. Joining a team of seasoned developers, I embraced cutting-edge technologies such as Jetpack Compose to deliver a seamless running experience for our users. My role also involved introducing Robolectric unit tests for our UI components.

PROJECTS EXPERIENCE

- **Bambino**

Role: Android Developer

Stack: Java, Kotlin, MVVM, XML views

Time: 2 years (Mar 2021 - Apr 2023)

Babysitting app that connects families with the right babysitter based on a recommendations algorithm. At Bambino, I adeptly utilized XML views to meticulously craft our client's UI designs, employing a plethora of custom components. Additionally, recognizing the need to modernize a project that had matured over eight years, I introduced Retrofit for approximately 90% of the app's network calls. This strategic move not only streamlined communication with external servers but also contributed to the overall efficiency and longevity of the application.
Link: https://www.bambinositters.com/

- **Red Bull Wings for Life Run**

Role: Sr. Android Developer

Stack: Kotlin, MVVM, Jetpack Compose

Time: 1 year (Apr 2023 - May 2024)

Recognizing the paramount importance of user-centric design, I took the lead in revamping the permission request system for the Wings for Life World Run app. Through meticulous refactoring, I endeavored to establish a more streamlined and intuitive approach, culminating in the development of an initial user onboarding flow. This strategic enhancement not only prioritized the user experience but also reflected our unwavering commitment to delivering a top-tier product for Red Bull's global audience.
Link: https://www.wingsforlifeworldrun.com/

Android Developer - *Applaudo Studios*

JUL 2024 - PRESENT

For the past few months, I have been working as a developer for Applaudo, having successfully completed their rigorous vetting process.

PROJECTS EXPERIENCE

- **Volaris**

Role: Android Developer

Stack: Kotlin, MVI, Modular Architecture

Time: 2 months

As part of their current business strategy, Volaris Airline decided to revamp their mobile app and separate

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it into two native versions which are not yet available to the public. I joined a team of around 20 Android developers in a comprehensive, modular system that's separated by feature and fully implemented using Jetpack Compose and MVI design pattern.
Link: https://www.volaris.com/

KMM Developer - *Personal projects highlight*

Dec 2024 - PRESENT

KBuscaminas is an ongoing Compose Multiplatform app targeting Android, IOS and Desktop; inspired by the classic Minesweeper game. The project is modularized by feature and follows Clean Architecture principles to ensure scalability and maintainability.

Role: Kmm Developer

Stack:

- Compose Multiplatform: Modern UI development for Android and other platforms.
- Kotlin Multiplatform: Shared logic and models.
- Dependency Injection: Koin
- Database: Room and SQLite.
- State Management: Jetpack Compose and AndroidX Lifecycle.
- Testing: MockK and Kotest.
- CI/CD pipeline through Github Actions.

See Release section on github for executable files

Link: https://github.com/charromax/Buscaminas

EDUCATION

Tecnico Eletronico - *Escuela San Pablo 2073*

MONTH 2001 - MONTH 2005
Graduated industrial secondary school with an Electronics orientation.

COMPLEMENTARY EDUCATION

Java Programming Language - *Educacion IT*

Issued date: November 2019
JAVA language introductory course, with a duration of 4 months, this got me started in the IT world.

LANGUAGES

- English (Advanced, bilingual)
- Spanish (Native)
- Portuguese (Basic)