

RESUME

Eddy Yoel Fresno Hernández

Guásima, Alajuela, Costa Rica

Primary (CR) +506 64379826

fresnohernandez99@gmail.com

ABOUT ME

I am a mobile developer with over 6 years of experience, refined through self-learning and a commitment to staying up to date with best practices and principles. In my work, I have developed a deep understanding of the Android platform and its capabilities, and I have used this knowledge to build high-quality, user-friendly applications that meet clients' needs. My development experience extends to a wide range of areas, including UI/UX design, API integration, and application performance optimization. I have worked on projects that combine mobile development with various strategies, including digital marketing, which has allowed me to create effective solutions tailored to market needs. I am a motivated and detail-oriented person who is always seeking new challenges and opportunities to grow.

EDUCATION

University of Informatics Sciences, Cuba, 2018–2023

Highlighted components of the degree:

- Fundamentals of Administration and Organizational Management
- Business Project Management
- Software Development
- Databases
- Software Engineering

LANGUAGES

Spanish: Native

English: Advanced

EXPERIENCE

Summary

As a mobile developer, I have a strong track record of delivering complex applications with advanced features. In my work, I have specialized in developing robust functionalities such as instant messaging, streaming, and e-commerce, leveraging the latest technologies and frameworks.

Specifically, I have extensive experience working with Kotlin and Jetpack Compose. In addition, I am starting to develop iOS applications using SwiftUI. Likewise, I have successfully implemented cross-platform solutions using Kotlin Multiplatform Mobile (KMM).

Beyond my professional experience, I have also carried out a variety of personal projects that have received recognition at all levels, including one at the international level. Through these projects, I have gained experience in a wide range of technologies, including web development, mobile application development, and database management. I am particularly proud of my ability to learn and experiment with new technologies, environments, and business management, which has allowed me to stay up to date with the latest trends and create innovative solutions to complex problems.

I am also an active member of development communities, such as the Android community on Twitter and Telegram, as well as on Stack Overflow, where I enjoy sharing my knowledge and learning from others. These personal projects and my community involvement have not only helped me develop my skills, but have also taught me the importance of collaboration, communication, and continuous learning to achieve success in the field of technology.

My personal interest is the completion of my general organization and management skills to lead to the creation of a future company and assume its leadership as the pinnacle of my professional development.

Mar 2025 - Present: To2Fácil LLC

Role: Frontend Developer (KMM) Part-time

Project: E-Commerce App

Description: Development and deployment of the client application for the To2Fácil platform services using Kotlin Multiplatform Mobile (KMM) and Jetpack Compose.

Sector: E-commerce technology

Responsibilities:

- Designed and implemented a responsive and intuitive interface for Android and iOS platforms.
- Enabled buying and selling functionalities for services such as virtual cards and marketplace products.
- Used agile methodologies and maintained documentation for an efficient frontend architecture.
- Research and definition of workflows.

Environment description:

- Technologies: Kotlin Multiplatform Mobile (KMM), Jetpack Compose, Ethereum, RESTful APIs
- Programming languages: Kotlin, Swift
- Tools: Android Studio, Xcode, Git
- Methodology: Agile (Scrum)

January 2025 - February 2025: GoCash

Role: Frontend Developer (KMM)

Project: Cryptocurrency Wallet

Description: Development of an easy-to-use cryptocurrency wallet based on Ethereum using Kotlin Multiplatform Mobile (KMM) and Jetpack Compose.

Sector: Financial technology

Responsibilities:

- Designed and implemented a responsive and intuitive interface for Android and iOS platforms.
- Enabled wallet functionalities such as account creation, transaction management, and interaction with Ethereum smart contracts.
- Used agile methodologies and maintained documentation for an efficient frontend architecture.
- Research and definition of workflows.

Environment description:

- Technologies: Kotlin Multiplatform Mobile (KMM), Jetpack Compose, Ethereum, RESTful APIs
- Programming languages: Kotlin, Swift
- Tools: Android Studio, Xcode, Git
- Methodology: Agile (Scrum)

September 2024 - March 2025: Xasis Tropical

Role: Backend Developer (NestJS)

Project: E-commerce Platform

Description: Development of a comprehensive e-commerce platform with real-time inventory control, support for multiple currencies, and secure payment processing.

Sector: E-commerce

Responsibilities:

- I designed and implemented a robust product management system.
- I integrated secure payment processing and support for multiple currencies with real-time exchange rates.
- I used agile methodologies to ensure a scalable and efficient backend architecture.
- I coordinated cross-functional teams as a product manager, prioritizing features based on user feedback and market research.

Environment description:

- Technologies: NestJS, MongoDB, RESTful APIs, Microservices Architecture
- Programming languages: TypeScript, JavaScript
- Tools: Node.js, Git, Docker
- Methodology: Agile (Scrum)

April 2022 - January 2026: Z17

Role: Android Developer

Project: toDus, Picta, PorterClient, Verificador

Description: Development of messaging, streaming, and administrative applications with more than 2 million daily users, focusing on privacy and security.

Sector: Technology

Responsibilities:

- I developed and maintained toDus, a messaging application with features such as audio/video calls (WebRTC), file sharing, social network profiles, and video streaming (HLS/RTP).
- I contributed to Picta, a multimedia streaming platform for movies and series.
- I built PorterClient, an administrative application to manage processes and appointments.
- I developed Verified, a QR verification application that complies with the EU Digital Green Certificate standards.
- I created and maintained Z17Components, a proprietary library for Android, Flutter, iOS, and ReactJS to standardize and accelerate development.
- I collaborated with cross-functional teams to ensure high-quality, scalable, and secure applications.

Environment description:

- Technologies: Android SDK, Jetpack Compose, Kotlin Coroutines, WebRTC, HLS, RTP, RESTful APIs, WebSocket
- Programming languages: Kotlin, Java
- Tools: Android Studio, Git
- Methodology: Agile (Scrum)

March 2023 - June 2023 : GoDjango LLC

Role: Android Developer

Project: Multi-role administrative and client application for business management.

Description: Custom software development using the proprietary TF protocol for speed and service availability. The company is a leader in custom software development in Cuba, operating under its own proprietary protocol known as the TF Protocol. This protocol focuses on speed and service availability, ensuring that its clients receive the best possible experience regardless of the situation. The company prides itself on its ability to deliver high-quality software solutions tailored to the unique needs of each individual client.

Sector: Technology

Responsibilities:

- I developed Android applications tailored to client needs.
- I ensured high-quality, scalable, and secure solutions.

Environment description:

- Technologies: Android SDK, Kotlin, RESTful APIs
- Programming languages: Kotlin, Java
- Tools: Android Studio
- Git Methodology: Agile (Scrum)

December 2020 - March 2021 : Streaming Cuba

Role: Android Developer

Project: Live Streaming Platform

Description: Development of a platform for live streaming events, concerts, and cultural activities. Streaming Cuba is a Cuban company that offers live streaming services for events, concerts, and other activities. The company has developed its own platform, which allows users to access high-quality live streams from anywhere in the world. Streaming Cuba has worked with a variety of clients, including musicians, artists, and cultural organizations, to provide a unique and engaging experience for their audiences. The company is dedicated to offering reliable and cost-effective streaming solutions and has become a trusted partner for many clients in Cuba and beyond.

Sector: Media & Entertainment

Responsibilities:

- I built and maintained the Android app for live streaming.
- I ensured high-quality streaming and an optimal user experience.
- I developed engaging advertising methods inside and outside the app to attract users.

Environment description:

- Technologies: Android SDK, RESTful APIs, HLS
- Programming languages: Java, Kotlin
- Tools: Android Studio, Git
- Methodology: Agile (Scrum)

November 2020 - July 2022 : Canal 13 UC - La Marraqueta, Chile

Role: Mobile Developer, Backend Developer

Project: Android client application for end users on Google and Huawei devices.

Description: Development of applications for a Chilean TV show focused on culture and heritage. Canal 13 UC - La Marraqueta is a Chilean television program that focuses on the country's culture and heritage, presenting topics related to history, gastronomy, music, and traditions with the participation of experts and prominent figures. The name of the program refers to a typical Chilean bread that symbolizes the cultural identity it promotes.

Sector: Media & Entertainment

Responsibilities:

- I developed the Android application for the show.
- I built backend services to support the app's functionalities.

Environment description:

- Technologies: Android SDK, Swift, RESTful APIs
- Programming languages: Kotlin, Java
- Tools: Android Studio, Xcode, Git
- Methodology: Agile (Scrum)

SKILLS

Android Developer (more than 6 years)

Main language: Java/Kotlin

Key skills: Android SDK, UI/UX Design, RESTful APIs, SQLite, Dependency Injection, Jetpack Components, Compose, WebSocket, Kotlin Coroutines.

Libraries of interest: Retrofit, Glide, Room, Dagger/Hilt, Compose, DataStore, WebRTC, XMPP, WorkManager, Room...

Kotlin Multiplatform Developer (Junior)

Main language: Kotlin-Swift

Key skills: Kotlin Coroutines, Multiplatform Development, RESTful APIs, CryptoWallet.

Libraries of interest: HDWallet, Bitcoin, Ktor, Kotlincx Serialization, Room.

NodeJS Developer (more than 5 years)

Main language: JavaScript/TypeScript

Key skills: Express.js, RESTful APIs, MongoDB, Socket.IO, JWT Authentication, Microservices Architecture...

Libraries of interest: NestJS, Mongoose, Passport.js.

ReactJS Developer (more than 2 years)

Main language: JavaScript/TypeScript

Key skills: React Hooks, Redux, Component Lifecycle, JSX, TSX, RESTful APIs, Responsive Design.

Libraries of interest: React Router, Axios, Material-UI, MinioS3Client.

iOS Developer (Junior)

Main language: Swift/Objective-C

Key skills: UIKit, Core Data, RESTful APIs, Auto Layout, SwiftUI.

Flutter Developer (more than 1 year)

Main language: Dart

Key skills: Flutter SDK, Dart Programming, UI/UX Design, RESTful APIs, State Management (Provider/BLoC).

Team Lead (more than 3 years)

Key skills: Leading development teams, Engagement strategies, Agile methodologies, Effective communication, Project management.

Projects of interest: Implementation of innovative solutions, Improvement of user experience, Promotion of collaboration among multidisciplinary teams.