

Selected work history

Encora // Since February 2026
Senior Software Engineer

CardSnacks // Since October 2019

As the sole developer of the Android greetings cards application, I successfully develop, deploy, and maintain the app from start to finish. I manage all aspects of the development process, including UI implementation, testing distribution (via Firebase) and Google Play management. The app allows the users to create personalized pages with a variety of media, including images, videos, audio, and more. The application is public and has been downloaded by tens of thousands of users.

Underdog // July 2025 ~ January 2026
Senior Android Engineer

Perficient // December 2024 ~ June 2025

Member of the Account Management & Servicing customer squad as an Android Software Engineer (MVVM / Clean Architecture / Jetpack Compose) for the MiBanco 4.0 project for Banco Popular of Puerto Rico.

CIOM // May 2018 ~ September 2019

Started working as a Kotlin Android Developer developing and maintaining the company's market research application. I was responsible for implementing features that enabled users to capture video, submit dynamic forms, and upload files among other interactions. The app was used internally by employees of the company in order to accomplish missions including surveys and mystery shopper tasks. Additionally, I contributed to the backend infrastructure using Node.js, Docker and the Molecule framework to create robust and scalable solutions.

Android Authority // January 2015 ~ April 2020

Started from scratch working on both the backend and Android application for this Android related news site. The backend done in Node/Express/Mongo reads from the MySQL Wordpress database directly and delivers the information required by the Android application which renders natively all the different components used to build an article, from audio podcasts, to YouTube videos, review widgets, polls, etc.

Fansworld.TV // September 2013 ~ December 2013

Part of the development team for the native Android application for the Fansworld TV multimedia platform.

Freelancer // Since June 2012

Android and backend freelance developer

Etermax // February 2012 ~ June 2012

Main developer of Wordcrack, permanent communication with the design team for its application to the game and platform support to coworkers.

Omilen // April 2010 ~ February 2012

Web and Android content management applications development in Java, PHP and MySQL. Android videogame development. Devops.

PERT Consultores // August 2009 ~ April 2010

VOIP web interface access and cellphone user accounts management development. Nagios and Remstats Asterisk monitoring plugins.

Train Solutions // February 2006 ~ August 2009

SVN, Trac and MediaWiki implementation for the development area of the company. Administration and development of the RENATRE database and other smaller projects for other clients and the company itself. Worked with GNU/Linux, PostgreSQL and PHP mainly.

Webmind // December 2004 ~ February 2006

Web content management applications development in PHP and MySQL. Installation and administration of GNU/Linux servers and workstations for the company and clients. Total migration to free and libre software of development and administration department of the company. Team leader, developer, system analyst and devops.

Selected technical skills

Android: Kotlin, Dagger Hilt, Media3 (ExoPlayer), Retrofit, Coil, Glide, Realm, PaperDB, FFmpeg, Android Studio, Google Android SDK, ADB, Fastboot

Jetpack (General): Compose, Hilt, Room, Lifecycle, Navigation Compose, WorkManager, Appcompat

Patterns and other libraries: MVVM, SOLID, Repository, Kotlin coroutines, KotlinX serialization, Ktor client

Third party services: AWS, Firebase, Lottie, Mixpanel, Tenor, FeedFM

Jetpack (XML Traditional Views): Databinding, RecyclerView, ConstraintLayout, CardView, Navigation, ViewPager2, SwipeRefreshLayout

Payment gateways: Stripe, Google Pay, Google Play Billing client, Braintree

Other frameworks: Kotlin Multiplatform (Compose UI), Kobweb, Flutter, React, Angular, LibGDX

Some of the languages I have worked with: Typescript, Dart, JavaScript, Rust, HTML, CSS, PHP, Shell scripting (bash), C, C++

Backend and databases: Ktor, Express, Mongoose, MongoDB, PostgreSQL, MySQL

Other tools: Docker, VSCode, GitHub, GIT, Cargo, Node, NPM, Jira, Apache, NGInx, LigHTTP, Ora.PM, Trello

Languages

Spanish: Native

English: Advanced. Day to day professional use

Italian: Basic

Portfolio

CardSnacks - Google Play

Android // Kotlin // MVVM // Firebase Distribution // Braintree, Stripe, Google Pay // Canvas // Glide // Lottie // ExoPlayer, FFmpeg // Camera // PaperDB // FeedFM and Tenor

CV / Portfolio - PDF Builder, Website

Kobweb // Kotlin // KotlinX Serialization // Compose UI // i18n // Responsive // Self hosted // Open PDF // Ktor client