

# softserve

**Jamiro Manriquez**

**Software Engineer**

Description	<ul style="list-style-type: none"><li>▪ With over 3 years of specialized experience in Android development, I have strong expertise in Kotlin, Jetpack Compose, and XML. My focus is on delivering efficient and high-quality solutions, utilizing agile methodologies like Scrum to ensure effective team collaboration.</li><li>▪ I have led the full development cycle of mobile applications, from conception to deployment, working on a variety of projects including Web platforms, personal schedules (Mobile and Web), gaming apps, and translation tools. Additionally, I am committed to continuous improvement and am exploring Kotlin Multiplatform and areas of artificial intelligence and machine learning to further expand my skills and contribute to the Software.</li><li>▪ As an effective communicator and passionate team player, I am excited about the opportunity to bring my experience and dedication to your team.</li></ul>
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Skills	<b>Programming Languages/Technologies</b> <ul style="list-style-type: none"><li>▪ Software Architecture Design/UML/ Reverse Engineering/Design Patterns</li><li>▪ Kotlin/ Java/XML/Android Jetpack/Gradle/ Groovy</li><li>▪ MVVM, MVP</li><li>▪ Technical Documentation/Architecture Reports/Proposals/SRS</li><li>▪ JavaScript/HTML/CSS/React</li><li>▪ Python</li><li>▪ Assembler</li></ul>	<b>Frameworks</b> <ul style="list-style-type: none"><li>▪ Jetpack Compose</li><li>▪ Retrofit</li><li>▪ Room Persistence</li><li>▪ Firebase</li><li>▪ Coroutines</li><li>▪ Dagger Hilt</li><li>▪ Glide</li><li>▪ Spring/Spring.NET</li><li>▪ JUnit</li><li>▪ Shark Workflow</li><li>▪ Hibernate/NHibernate/JPA</li></ul>
	<b>RDBMS</b> <ul style="list-style-type: none"><li>▪ Room Persistence/Firebase</li><li>▪ Integration Services</li><li>▪ SQL Server/SQL/</li><li>▪ SQLite</li><li>▪ MySQL</li><li>▪ PostgreSQL</li></ul> <b>Methodologies</b> <ul style="list-style-type: none"><li>▪ Agile, Scrum</li><li>▪ Pair Programming</li></ul> <b>Testing Tools</b> <ul style="list-style-type: none"><li>▪ Junit</li><li>▪ Espresso</li><li>▪ UI Automator</li><li>▪ Mockito</li><li>▪ Firebase Test Lab</li></ul>	<b>Application/Web Servers</b> <ul style="list-style-type: none"><li>▪ Firebase</li><li>▪ Node.js</li><li>▪ Spring Boot</li><li>▪ Express.js</li></ul> <b>Development Tools</b> <ul style="list-style-type: none"><li>▪ Git/GitHub/Gitlab/</li><li>▪ Android Studio</li><li>▪ Visual Studio Code</li><li>▪ IntelliJ IDEA</li><li>▪ Firebase console</li></ul> <b>Operating Systems</b> <ul style="list-style-type: none"><li>▪ Microsoft Windows</li><li>▪ Linux/Ubuntu/Mint/LocOs/etc.</li></ul>

Experience	<b>Platform for Employment Management</b>
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<b>Project Description:</b>	An online platform for employment management aimed at facilitating interaction between candidates and managers. The project enables users to register accounts, manage CVs, search for vacancies, apply to vacancies, create, and manage vacancies, search for candidates, and communicate with other users. It supports different roles with specific permissions such as candidate, manager, and admin.
<b>Customer:</b>	Ukrainian company
<b>Involvement Duration:</b>	2 months
<b>Project Role:</b>	Software Engineer
<b>Responsibilities:</b>	<ul style="list-style-type: none"> <li>Architecture and design: Contributed to the design and architecture of the platform, ensuring scalability and usability.</li> <li>Knowledge sharing: Provided guidance and support to the team, fostering a collaborative environment.</li> <li>Requirements analysis and clarification: Collaborated with stakeholders to gather and clarify project requirements, ensuring alignment with business objectives.</li> <li>Estimation, prioritization, and distribution of tasks: Assisted in task prioritization and distribution to ensure timely project delivery.</li> <li>Code development: Developed backend and frontend features using Kotlin, React, and Spring, adhering to best practices and coding standards.</li> <li>Unit testing: Wrote unit tests to ensure the reliability and functionality of the implemented features.</li> <li>Integrated testing: Conducted integrated testing to verify the seamless interaction of different components and features.</li> <li>Development build and deployment scripts: Implemented build and deployment scripts to automate the deployment process and streamline development workflows.</li> <li>Product support and documentation maintenance: Provided ongoing support for the product and maintained documentation to ensure accuracy and relevance.</li> </ul>
<b>Project Team Size:</b>	7 team members
<b>Tools &amp; Technologies:</b>	Kotlin, React, Spring Framework, Spring Security, PostgreSQL, JWT (JSON Web Token), Docker, JVM, Postman, API rest, Gradle, CRUD, IntelliJ IDEA, Git, GitHub, Agile Methodologies, JUnit/Mockito, Trello, draw.io,

<b>Project Description:</b>	<b>Platform for organization and management</b> An Android application serving as an advanced schedule management tool, incorporating a variety of relevant programming concepts. The application allows users to efficiently manage their schedules and tasks.
<b>Customer:</b>	Chilean customer
<b>Involvement Duration:</b>	3 months
<b>Project Role:</b>	Software Engineer
<b>Responsibilities:</b>	<ul style="list-style-type: none"> <li>Design and architecture of the application: Conducted thorough analysis of requirements to determine optimal application architecture. Designed a scalable and maintainable architecture that accommodates future expansion. Created UML diagrams and flowcharts to visualize the application structure and data flow.</li> <li>Implementation of all features and functionalities: Translated design specifications into functional code, implementing all required features. Developed backend logic using Java and Firebase. Implemented front-end UI components using XML layouts and Android Jetpack. Integrated Firebase authentication for user registration and login functionalities. Implemented CRUD operations for managing notes and contacts efficiently.</li> <li>Testing and debugging: Conducted Unit tests using Junit and Mockito to validate individual components. Debugged and resolved issues reported during testing phases to ensure product stability.</li> <li>Deployment to Google Play Store: Prepared the application for deployment by configuring necessary metadata and assets. Conducted alpha and beta testing phases using Google Play Console.</li> <li>Maintenance and updates: Monitored user feedback and app performance metrics to identify areas for improvement.</li> </ul>
<b>Project Team Size:</b>	1 member
<b>Tools &amp; Technologies:</b>	Java, Firebase (Authentication, Realtime Database, Storage), XML for layout design, RecyclerView, Lottie files for animations, Actions Bar, Gradle for build management, Android SKD for development, Android Jetpack for architecture and UI, Google Play Services for Firebase integration

<b>Project Description:</b>	Android application
<b>Customer:</b>	Chilean Company
<b>Involvement Duration:</b>	Approximately 4 months
<b>Project Role:</b>	Software Engineer
<b>Responsibilities:</b>	<ul style="list-style-type: none"><li>▪ Architecture and design of the application</li><li>▪ Integration of Retrofit for network request and data parsing.</li><li>▪ Implementation of Dependency Injection using Dagger Hilt</li><li>▪ Designing and developing the user interface with Jetpack Compose</li><li>▪ Implementing navigation logic</li><li>▪ Unit testing of components</li><li>▪ Building and deployment of the application</li><li>▪ Documentation maintenance</li></ul>
<b>Project Team Size:</b>	1 member
<b>Tools &amp; Technologies:</b>	Kotlin, Jetpack Compose, Retrofit, Dagger Hilt, Coil, Android Navigation Component, JUnit.

<b>Certification</b>	<p>The Complete 2023 Web Development Bootcamp July 27, 2023</p> 

<b>Education</b>	<p><b>Computer Engineering</b> Universidad Andrés Bello, Santiago, Chile Engineering Faculty.</p> <p>I pursued Computer Engineering at Universidad Andres Bello in Santiago, Chile, where I gained a comprehensive understanding of software engineering principles and practices. I keep developing my abilities, creating applications, and contributing to the community I genuinely enjoy solving algorithms and designing system architectures.</p>
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