softserve

Jamiro Manriquez

Web Portfolio

Software Engineer

Summary of Qualifications	
	• **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.**
	• **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.**
	• **As an effective communicator and passionate team player, I am excited about the opportunity to bring my experience and dedication to your team.**

Skills

Programming Languages/Technologies

- Software Architecture Design/UML/ Reverse Engineering/Design Patterns
- Kotlin/ Java/XML/Android Jetpack/Gradle/ Groovy
- MVVM, MVP
- Technical Documentation/Architecture Reports/Proposals/SRS
- JavaScript/HTML/CSS/React
- Python
- Assembler

RDBMS

- Room Persistence/Firebase
- Integration Services
- SQL Server/SQL/
- SQLite
- MySQL
- PostgreSQL

Methodologies

- Agile, Scrum
- Pair Programming

Testing Tools

- Junit
- Espresso

Frameworks

- Jetpack Compose
- Retrofit
- Room Persistence
- Firebase
- Coroutines
- Dagger Hilt
- Glide
- Spring/Spring.NET
- JUnit
- Shark Workflow
- Hibernate/NHibernate/JPA

Application/Web Servers

- Firebase
- Node.js
- Spring Boot
- Expres.js

Development Tools

- Git/GitHub/Gitlab/AndroidStudio
- Visual Studio Code
- IntelliJ IDEA
- Firebase console

Operating Systems

- Microsoft Windows

Linux/Ubuntu/Mint/LocOs/etc.

- UI Automator ▪ Mockito

Experience	**Platform for Employment Management**
Project Description	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.
Customer	Ukrainian company
Involvement Duration	2 months
Project Role	Software Engineer
Responsibilities	- Architecture and design: Contributed to the design and architecture of the platform, ensuring scalability and usability. - Knowledge sharing: Provided guidance and support to the team, fostering a collaborative environment. - Requirements analysis and clarification: Collaborated with stakeholders to gather and clarify project requirements, ensuring alignment with business objectives. - Estimation, prioritization, and distribution of tasks: Assisted in task prioritization and distribution to ensure timely project delivery. - Code development: Developed backend and frontend features using Kotlin, React, and Spring, adhering to best practices and coding standards. - Unit testing: Wrote unit tests to ensure the reliability and functionality of the implemented features. - Integrated testing: Conducted integrated testing to verify the seamless interaction of different components and features. - Development build and deployment scripts: Implemented build and deployment scripts to automate the deployment process and streamline development workflows. - Product support and documentation maintenance: Provided ongoing support for the product and maintained documentation to ensure accuracy and relevance.
Project Team Size	7 team members
Tools & Technologies	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,
	Platform for travel Planning and Management
Project Description	Enhanced the Trips Service for Expedia Group by integrating a new Destination API, improving the quality of destinations detail and images for a better user experience.

Customer	ExpediaGroup
Involvement Duration	3 months
Project Role	Trainee Backend developer engineer
Responsibilities	**API Integration**

- Connected the Trips Service with a new API to fetch high-quality images and detailed information about travel destinations.
- Improved the accuracy of destination details by adding a feature to convert airport codes into specific location IDs.

Testing and Validation

- Ensured the new features worked correctly through extensive testing and validation processes.
- Created user-friendly documents to verify that all functionalities were correct before going live.

Feature development

- Developed new capabilities to filter out irrelevant data, ensuring the destination information provided was accurate and useful.
- Enhanced API request handling by adding necessary details to the requests.

Collaboration and Coordination

- Worked with different teams to understand specific brand requirements and restrictions.
- Coordinated with team members for reviews and approvals and participated in demonstration sessions to showcase new functionalities.

Project Team Size	7 team members
Tools & Technologies	Kotlin, Spring Boot, gRPC, Destination API, Junit, Mockito, Confluence, Git, GitHub, JIRA, Docker, Intellij IDEA, Postman, Agile Methodologies, draw.io

Platform Android App for Video Game Information.

Project Description	Android application service that enables users to view information about video games using an external API.
Customer	Chilean Company
Involvement Duration	Approximately 4 months
Project Role	Software Engineer
Responsibilities	

- Architecture and design of the application
- Integration of Retrofit for network request and data parsing.
- Implementation of Dependency Injection using Dagger Hilt
- Designing and developing the user interface with Jetpack Compose
- Implementing navigation logic
- Unit testing of components
- Building and deployment of the application
- Documentation maintenance

Certifications	The Complete 2023 Web Development Bootcamp July 27, 2023	
	DEVELOPMENT, DESIGN, AND ARCHITECTURE OF MODERN SOFTWARE SYSTEMS BASED ON OBJECT- ORIENTED LANGUAGES. JAVA	
Education	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.	