Jesús Daniel Feria Ruano

Software Engineer

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SUMMARY

Highly skilled and motivated Software Developer with 4 years of experience in developing mobile and web applications. Proficient in JavaScript, Dart, Kotlin, and Swift, with a passion for creating clean, user-friendly, and efficient code. Strong problem-solving skills, attention to detail, and the ability to work collaboratively in a team environment. Effective communicator with a track record of delivering high-quality projects on time.

SKILLS

- **Frameworks**: Flutter, ReactJS, React Native, Jetpack Compose, and Swift.
- **Languages**: Javascript, Dart, Kotlin and Swift programming languages.
- **IDEs**: VSCode, XCode and Android Studio IDEs.
- **APIs**: REST APIs and integration with back-end services.
- **State management**: Redux, MobX, and BLoC.
- **Tools**: Git version control system.
- **Practices**: Clean code architecture, agile development methodology.
- **Soft Skills:** Effective communication, collaboration.

EXPERIENCE

NTSprint - **Frontend Developer** *(Full Time)*

OCTOBER 2022 - PRESENT

- Developed and maintained software applications using Flutter, React, NextJS, React Native, iOS native, and Android native.
- Collaborated with cross-functional teams to design and implement UI components.
- Implemented REST APIs and integrated with back-end services.
- Conducted code reviews and implemented best practices for code quality and performance.
- Participated in daily meetings and provided progress reports.
- Communicated directly with clients.

Aleph Engineering - **Mobile Developer** *(Part Time)*

JANUARY 2024 - AUGUST 2024

- Developed and maintained software applications using Flutter.
- Improved existing applications and resolved issues efficiently.
- Collaborated with cross-functional teams to design and implement UI components.
- Implemented REST APIs and integrated with back-end services.
- Conducted code reviews and implemented best practices for code quality and performance.
- Participated in daily meetings and provided progress reports.

Fleetr - **Mobile Developer** *(Part Time)*

NOVEMBER 2023 - JULY 2024

- Maintained mobile applications using iOS native and Android native.
- Improved existing applications and resolved issues efficiently.
- Developed applications using Flutter.
- Collaborated with cross-functional teams to design and implement UI components.
- Implemented REST APIs and integrated with back-end services.
- Conducted code reviews and implemented best practices for code quality and performance.
- Participated in weekly meetings and provided progress reports.

Recharge Phones - **Frontend Developer** *(Full Time)*

AUGUST 2022 - OCTOBER 2022

- Developed and maintained software applications using Flutter.
- Collaborated with product managers, designers, and back-end developers to define project requirements and specifications.
- Implemented REST APIs and integrated with back-end services.
- Conducted code reviews and implemented best practices for code quality and performance.

Walak - **Frontend Developer** *(Full Time)*

SEPTEMBER 2021 - AUGUST 2022

- Developed and maintained software applications using ReactJS, NextJS, and Flutter frameworks.
- Collaborated with cross-functional teams to design and implement UI components.

- Conducted code reviews and implemented best practices for code quality and performance.
- Improved existing applications and resolved issues efficiently.

UnivCell - **Frontend Developer** *(Full Time)*

MAY 2021 - SEPTEMBER 2021

- Developed software applications using Flutter framework.
- Designed and implemented UI components and integrated with back-end services.
- Maintained and improved existing applications and resolved issues efficiently.

WsDevWorld - **Full Stack Developer** *(Full Time)*

SEPTEMBER 2020 - APRIL 2021

- Developed and maintained software applications using Flutter, ReactJS, NodeJS, and Spring Boot frameworks.
- Implemented REST APIs and integrated with back-end services.
- Participated in team meetings to discuss project progress and requirements.
- Conducted code reviews and implemented best practices for code quality and performance.

EDUCATION

Universidad de las Ciencias Informáticas, La Habana, Cuba -
Engineering - Computer and Information Sciences
SEPTEMBER 2015 - JULY 2020

LANGUAGES

- Spanish (native)
- English (proficient)