

Jesús Daniel Feria Ruano

Software Engineer · Mobile & Frontend

Montevideo, Uruguay | jezsdsdaniel@gmail.com | +598 93694406 | linkedin.com/in/jezsdsdaniel

SUMMARY

Software Engineer with 5+ years of experience building mobile and web products across fintech, e-commerce, and consumer apps. Specialized in Flutter and Android/iOS native development, with strong frontend skills in React and Next.js. Comfortable working across the full mobile development lifecycle — from architecture and UI to API integration and deployment. Thrive in distributed, cross-functional teams and have a track record of shipping products that real users rely on.

EXPERIENCE

Paigo · Mobile Developer *April 2025 – Present · Montevideo, Uruguay*

- Lead mobile development on Pago Después, a fintech app with 100K+ active users in Latin America, built with Flutter and Android/iOS native.
- Designed and implemented key product features in close collaboration with product and design teams, contributing across the full feature lifecycle.
- Integrated REST APIs and backend services to support payment flows, user onboarding, and account management.
- Maintained code quality through regular code reviews and championed clean architecture best practices across the mobile codebase.

GLIC Solutions · Android Developer *August 2024 – March 2025 · Montevideo, Uruguay*

- Developed applications and features for smart Android-based POS systems deployed across thousands of retail stores and points of sale.
- Built and maintained native Android modules and Flutter interfaces tailored to the specific hardware and UX constraints of POS devices.
- Integrated REST APIs and third-party services to support payment processing and merchant operations.

NTSprint LLC · Software Engineer *October 2022 – August 2024 · Remote*

- Built and shipped mobile and web applications across multiple industries including fintech, e-commerce, and mapping/location services — adapting quickly to diverse tech stacks and client requirements.
- Developed cross-platform apps using Flutter and React Native, and native apps for both Android (Kotlin) and iOS (Swift).
- Built frontend web interfaces with React and Next.js, including API integrations and state management with Redux and MobX.
- Worked directly with international clients, gathering requirements and providing technical updates throughout the project lifecycle.

Walak · Frontend Developer *September 2021 – October 2022 · Remote*

- Developed web and mobile interfaces using React, Next.js, and Flutter for early-stage products.
- Integrated REST APIs and backend services built with Node.js and Spring Boot.
- Identified and resolved performance and UI issues, improving stability of existing applications.

UnivCell · Frontend Developer *May 2021 – September 2021 · Remote*

- Built mobile UI components using Flutter and integrated with backend services.
- Maintained and improved existing applications, resolving bugs and performance issues.

WsDevWorld · Full Stack Developer *September 2020 – April 2021 · Remote*

- Developed full-stack features using Flutter, React, Node.js, and Spring Boot.

- Implemented and consumed REST APIs, and participated in agile development cycles.

SKILLS

Mobile: Flutter, Android (Kotlin/Java), iOS (Swift), Jetpack Compose, SwiftUI, React Native

Frontend: React, Next.js, TypeScript, JavaScript

State Management: Redux, MobX, BLoC

Backend & APIs: REST APIs, Node.js, Spring Boot

Tools & Practices: Git, Agile/Scrum, Clean Architecture, Code Review

EDUCATION

Universidad de las Ciencias Informáticas · B.Eng. Computer Science *2015 – 2020 · Havana, Cuba*

LANGUAGES

Spanish (Native) **English** (Proficient)