Justin Josef Enerio Flutter Developer

📍 Philippines   ✉ contact@justinenerio.dev   ✈ justinenerio.dev

Skills

Flutter Development
Dart, Mobile, and Web

Web3 Development Experience
Solana Ecosystem, Payments, Cryptocurrency

Proficient with Firebase technologies
Authentication, Cloud Firestore, Functions, and more

Payment Services Integration Experience
Stripe, Paypal, Cryptocurrency

Experience with Google and other REST APIs
Places, Maps, Authentication, ML Kit, Twitter, and more

Open Source Maintainer
Issues, PR's, Kanbans on GitHub

Automated Testing Experience
Comprehensive Unit and Widget tests

White Label Codebase Design
Clean and maintainable code. Branding (SaaS)

CI/CD Experience
GitHub Actions, Codemagic

Development Workflow Experience
Designing, planning, development, testing, and release

Awards

Champion, Flutter Hackathon - 2019,
Flutter Philippines
- SnapHunt - A Scavenger Hunt Game

Finalist, Android Masters - 2019,
Google Developer Group Philippines
- JTransit - Cebu Jeepney Navigation

3rd - Mentor, ASI HackIT Challenge - 2019,
Alliance Software Inc.

Champion, ASI HackIT Challenge - 2018,
Alliance Software Inc.

Education

Bachelor of Science in Computer Engineering,
University Of San Carlos
2013 – 2018

Professional Experience

Flutter Software Developer, *Espresso Cash* ↗
2022 – present
- Developed open-sourced ↗ cryptocurrency mobile wallet in Solana ecosystem
- Created smart contracts using Anchor Framework
- Integrated Token price chart using Coingecko API
- Maintained and contributed to Flutter packages

Flutter Software Developer, *SkelterAndNu*
2020 – present
- Developed a highly functional Cryptocurrency first application
- Designed a sophisticated codebase architecture for Whitelabel setup (SaaS)
- Utilizes Flutter (Web and PWA), and NodeJS
- Implemented multiple payment options: Stripe, Paypal, Cryptocurrency
- Utilizes micropayments
- Involved in multiple business and technical decisions

Flutter Software Developer, *Codev Solutions Inc*
July 2020 – July 2022
- Created multiple systems that follow an On Demand business model (user, doer, admin)
- Designed and created code architecture that is clean and maintainable
- Utilizes multiple platforms using Flutter (Android, iOS, Web)
- Optimized performance for pages having Maps

Personal Projects

SnapHunt, *A Scavenger Hunt Game* ↗
- Made with Flutter (Android)
- Uses ML Kit for machine learning capabilities to identify items using the device's camera
- Created single-player and multi-player modes
- Built multi-player game mode and lobby using real-time data capabilities of Firebase

JTransit, *Cebu Jeepney Navigation* ↗
- Made with Flutter (Android and Web)
- Built using Maps and Places API together with multiple Firebase technologies
- Designed system to be responsive on different screen sizes
- Configured CI/CD to automatically build and release to Playstore