

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
- 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
- Optimized performance for pages having Maps

Technical Specialist, Alliance Software Inc

July 2018 – July 2020 | Cebu City

- Involved with Project planning and estimation

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