

Jesus Garcia

Professional Summary

- 3+ years of experience in Android/Mobile Development
- 5+ years of experience as Software Developer on Web, Desktop and Mobile applications using Java technologies, Ruby on Rails and Adobe Flex/Air
- Experience in writing technical specifications and maintaining reports pertaining to application development process
- Communicated effectively with stakeholders to manage expectations and gather requirements
- Planned and developed detailed project plans
- Designed and developed enterprise responsive web applications
- Worked with a wide array of devices and different versions of Android OS
- Experienced in design patterns including MVC, Prototype design and Cyclical design.
- Worked with several Integrated Development Environments (IDE)
- Experience working with third party libraries for Maps and Geolocation, Charts, Text to speech engine, Barcode readers, PDF generators and social networking APIs
- Experience designing, developing and consuming RESTful web services
- Extensive experience configuring web and application servers like Apache and its Tomcat module.
- User and Admin knowledge on Database Management System
- Proficiency in Object Oriented design (OOD) and Programming (OOPs) with software best practice and methodologies.
- Experience on persistent access to database with ORM technologies
- Knowledge about software development life cycle methodologies
- Proficient in the usage of the most important Source Version Control Systems like Git and SVN
- Regarded as a self-motivated and well organized team player
- Provided oversight and mentorship to a small team of developers
- Supported junior members providing ongoing advice and guidance.
- Created six user-friendly, aesthetically pleasing and fully functional applications for Android
- Tested applications on device simulators and actual devices to fine-tune products using various third party testing tools
- Conducted brainstorming sessions that spawned numerous ideas

Education: Bachelors – Computer Engineering
ITESM, Chihuahua, Mexico

Technical Skills

Operating Systems	Languages	IDES	Frameworks
Microsoft Windows, Linux(Ubuntu and RedHat), MacOS	Ruby, Java ,Android, HTML, HTML5, CSS, Actionscript, Adobe Flex/Air	Android Studio, Eclipse, NetBeans, Visual Studio, IntelliJ IDEA, RubyMine, Xamarin Studio	Rails, JQuery, JQuery Mobile, AdMob, AppEngine
Databases	Google APIs	Version Control	Analysis and Design
MySQL, PostgreSQL, SQLite, Microsoft Access, MongoDB, MS-SQL Server	Google Maps, Google Places, Google Charts, Google Cloud Services, Google AdWords	Subversion (SVN), Git	Proto.io, JustInMind
Third Party Libraries	Methodologies	Testing Tools	Web Services
Picasso, Volley, Universal Image Loader, Facebook Api, Twitter Api, Instagram Api.	Agile,SCRUM,Waterfall, Cyclic	Test Fary, Test Flight, Mockito, JUnit, lint, RSpec, Minitest	RESTful, SOAP, XML, JSON, GSON

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Work History

Telcel Senior Mobile Developer	Dec 2012 to Mar 2015
The biggest cell phone carrier company in Mexico with more that 10 million users across the country	
App Name: Mi Telcel App Link: https://play.google.com/store/apps/details?id=com.speedymovil.wire&hl=en	
Account and services management application with payment capabilities and branch locator services. App has more than 1 million downloads and in excess of 120,000 users daily.	
<ul style="list-style-type: none">• Conducted the requirement gathering process with users and key stakeholders• Managed medium size teams from 2 to 5 people in two different phases of the project• Participated on the decision making process for selecting the appropriate technologies for the project based on requirements like big data loads and high traffic to handle multiple concurrent queued transactions• Generated the Android app workflow and wireframe screens for UI/UX and a mock implementation of the application widget. The main screen, the tab view and the local storage database design and implementation with SQLite• Frequently worked with the design team, the usability specialist and the iOS team to design an easy to use unified application for iOS and Android• Included push notification functionality for filter based notifications that is able to send notifications to a selected group of users according to the company needs• Developed and implemented the module in charge of the communication with the middleware app using the multithreading capabilities of AsyncTask• Lead the publishing procedure and delivered a working application to the Google Play Store• Delivered a highly functional SOAP to RESTful services translating module that was able to gather information from the SOAP web services but also from MySQL databases and MongoDB databases• Worked with the backend team to design and develop the middleware structure, gather the hardware and software requirements and implement the database environment, structure and specification using the SCRUM methodology and the Ruby language with the Rails framework• Implemented scheduled Cron tasks for data analyzing with SQL and Excel that runs once a day every night• Designed a security system used by the administrators of the middleware application and a cache system to ease the load on the middleware application• Modified the original UI/UX to include the current compound view design and added support for multiple screen sizes• Re-designed the app navigation to include animated transitions between activities	
Technologies Used: Android SDK, Android Studio, Ruby, Rails, JetBrains RubyMine, WSO2, MongoDB, RESTful, SOAP, SQL, MySQL, SQLite, SCRUM, RSpec, Minitest, RedHat OS, MacOS, Custom Views, Shared Preferences, Subversion	

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App Name: Recarga Amigo

App Link: <https://play.google.com/store/apps/details?id=com.MiTelcelMXTopup&hl=en>

Application that provides a fund transfer functionality for the prepaid cell phone plans with more than 400k downloads and 10k+ users active daily

- Lead a 5 person team in charge of the app development, requirements gathering and testing
- Highly involved in the decision making for the technologies being used
- In conjunction with the design team and my development team we created an easy to use and engaging Android application using the SCRUM methodology and delivering the Android app workflow and wireframe
- Implemented the Android UI/UX and a preliminary version with basic functionality to deliver a prototype application
- Included the local storage database design and implementation with SQLite, an encryption module using a simple Private/Public key RSA schema based on the Javax Cipher implementation and an encrypted communication module to read the user information from a provided web service using the GSON library
- Delivered an application that allowed the users to transfer funds from their credit or debit cards to one of the prepaid account that they had registered using RESTful web services

Technologies Used: Android Studio, RESTful, SQL, SQLite, JustInMind, SCRUM, Javax Cipher, GSON

App Name: UnoTV

App Link: <https://play.google.com/store/apps/details?id=com.telcel.apps.unotv&hl=en>

News and streaming application with poll/voting capabilities with more than 38k downloads and 2k+ users per day.

- Conducted the requirement gathering process with users and stakeholders
- Participated in the decision making for the technologies being used
- Developed a newsfeed from the UnoTV server and lists them in a friendly and attractive manner that adapts its content to the user preferences and device where it's being read.
- Frequently worked with the design team and the usability specialist to design an user friendly interface for the Android application, the app workflow, wireframe, screens, sidebar view and a mock implementation
- Worked with agile development using the SCRUM methodology
- Included the news UI/UX with Android Fragments, local storage polling database design and implementation with SQLite, the streaming module with the team and the service provider and the offline functionality for the device polls.
- Worked on a second version that included the UI/UX adaptations for tablet devices
- Delivered a functional, easy to navigate and multi device application that uses the Android best practices to deliver engaging content to the end user and provide a top quality user experience.
- UI/UX design based on the Android 4.0.3 google patterns
- Proposed the inclusion of a Navigation Drawer and an Action Bar which was implemented in the final project

Technologies Used: Android SDK 4.0.3, Eclipse Juno, RESTful, MVC, MacOS, MySQL, SQLite, SCRUM, Eclipse ADT Plugin, SharedPreferences, SVN

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CatorceDias

Senior Mobile/Web Developer

Oct 2011 to Nov 2012

CatorceDias is a Digital Media and BTL marketing company in charge of promoting some of the big brands for international companies like Johnson & Johnson's Acuvue and Nestle's Nescafe

App Name: Buenos Aires Restaurants

App Link: <https://play.google.com/store/apps/details?id=com.restoarg.restoarg&hl=en>

Live Menu, reservations and takeout menu for the Argentinian restaurant scene.

- Gathered the requirements from the stakeholders
- Designed the Class Structure, local storage database required for the default menu
- Implemented the JavaScript modules for loading, updating and receiving remote menu
- Installed and configured Apache Tomcat with MySQL server
- Used PhoneGap for the development and testing environment
- Integrated the UI/UX designers' work and ideas with the application
- Developed the classes and modules for the local storage
- JQuery Mobile and CSS3 stylesheets frontend side of the application
- Generated and configured the remote web service that provides the updated menu
- Delivered an engaging and easy to use application with multiple device implementation
- UI/UX design based on most popular phone devices at that time

Technologies Used: PhoneGap, Cordova, HTML, HTML5, Apache, Tomcat, GitHub, MVC, RESTful, CSS, CSS3, JavaScript, JQuery Mobile, Notepad++, Eclipse Juno,

Project Name: Vive Tus Quinielas

Site Address: <https://www.vivetusquinielas.com/>

Amateur Fantasy Soccer and Football Leagues with social network interaction and brand engagement.

- Installed and configured the RedHat environment required for the server, plus Apache Tomcat with MySQL server using Ruby language libraries and the Rails Framework to feed the webpage with HTML/CSS/JavaScript
- Worked on a Client/Server application using the Rails Framework and the Ruby Language to create the backend structure and web services and front end views.
- Designed the Environment and Database Structures, the class structure and the resulting Web Services Structure
- Implemented a MVC (Model/View/Controller) structure for the entire project
- Set up the environment of the client/server app and the version control management system for the application
- Generated and configured the MySQL Database previously designed
- Developed the classes and modules for the vivetusquinielas.com backend and integrated them with the MySQL database to generate the RESTful Web Services needed for the front end application
- Wrote the classes and modules for the vivetusquinielas.com frontend side of the application, integrating the CSS3 stylesheets and the HTML views.

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- Installed and implemented the required gems and libraries for single sign in, webmail services, xls report system, file loading and image cropping

Technologies Used: Ruby, Rails, JetBrains RubyMine, HTML, HTML5, Apache, Tomcat, MySQL, RedHat, GitHub, MVC, RESTful, CSS, CSS3, JavaScript, JQuery

In2Teck

May 2010 to Sept 2011

Web Applications Developer

App Name: Facebook Integrated app: Chutapoints

The Chutapoints app was an application designed to provide a Fantasy Soccer league for the Facebook Users with social interaction and engagement. *App no longer available online.*

- Worked on the Interface design and internal database design
- Designed the application workflow and wireframed the solution for the UI provision
- Implemented the social interaction module for Facebook posting, client/server communication module
- Developed the backend RESTful services using the Ruby language and the Rails framework
- Included the Facebook credits module for social interactions and microtransaction scheme, the statistics module for the Facebook interactions and user engagement and the Facebook login with the application
- Integrated the application into the Facebook framework and environment
- Delivered a web application capable of working within the Facebook environment and provide a social feeling for the contestants

Technologies Used: Ruby, Rails, JetBrains, RubyMine, Adobe Flex, ActionScript, HTML, MVC, JavaScript,

App Name: Investment Calculator

The Investment Calculator is an Adobe Air application that lets you see the 4 principal ways to invest your money. It shows an estimate of how much you will get at the end of the investment period depending on the initial investment amount and the duration of investment selected.

- Worked on the Interface, internal database, application workflow and application wireframe design
- Implemented the client/server communication module and the calculation algorithms for the different investment methods
- Translated the calculation algorithms into the ActionScript language
- Designed and generated a calculation module used by the ActionScript framework
- Created the classes and modules used to provide the data for the Graphics package
- Integrated the FusionCharts libraries into the ActionScript code and the graphic interface using the ActionScript language and the Adobe Air Framework
- Developed the Animated Graphics views in the Adobe Air Framework

Technologies Used: Adobe Air, ActionScript, HTML, MVC, JavaScript,

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Teleperformance Systems Developer/Engineer	May 2008 – April 2010
Teleperformance is a 24/7 marketing company specialized in call center outsourcing services for clients such as Microsoft XBox, Microsoft Money and MSN.	
<ul style="list-style-type: none">● Implemented a call report system for the service reps.● Generated an automatic report system for the quality department● Presented a proposition to improve the standard procedures followed by the IT department● Worked with the service reps to generate improvements to the call reporting system● Created a call grading and monitoring system for the quality department● Replaced the old call queuing system with a state of the art call queuing and time tracking system	
Technologies Used: Java, MVC, MySQL, HTML, CSS, Apache, Tomcat,	