

ERICK RESURRECCION

Phone: 09206868339
Email: imerickresurreccion@gmail.com
Portfolio: resurreccionerick.github.io
GitHub Account: [@resurreccionerick](https://github.com/resurreccionerick)

Valenzuela City

An experienced Android developer. I create reliable mobile apps that provide great user experiences. I'm dedicated to continuous learning and pushing the boundaries of mobile technology.

EDUCATION:

STI College Meycauayan (2019 – 2023)
Bachelor of Science in Information Technology

- Awards:**
- Best Programmer*
 - Best Capstone Project*

SKILLS:

- Java
- Kotlin
- MVVM / MVP Architecture
- Retrofit
- Coroutines / RxJava
- Room database/SQLite
- View Binding
- Glide/Picasso
- Navigation
- Git
- HTML
- CSS
- JavaScript
- Firebase

EXPERIENCE:

Hooli Software - Software Engineer Intern (2023)

- Actively contributed to real-world projects by utilizing React Native, React.js, and Node.js.
- Working collaboratively with a team of developers, contributed to the implementation of features, resolution of bugs, and meeting project deadlines.
- Assisted in designing and implementing user interface, resulting in improved usability and enhanced user experience.
- Gained hands-on experience with industry best practices, version control systems, and project management tools, while effectively communicating with team members, providing regular updates on progress, and addressing any concerns or questions.

Taison Digital LTD – Android Application Developer (2023-Present)

- Actively participating in debugging, resolving critical issues, and optimizing application performance.
- Maintaining and enhancing a legacy Java application with adherence to the Model-View-Presenter (MVP) architecture, while collaboratively developing the Upmood Pro application using the Model View ViewModel (MVVM) architecture.
- Selecting and integrating relevant libraries and technologies, including Bluetooth Low Energy (BLE), to enhance application functionality.
- Leverage Retrofit and OkHttp for seamless networking operations, Glide for efficient image loading, and Android Navigation for smooth navigation flow, enhancing the functionality and user experience of Android applications.
- Utilizing industry best practices, including version control with Git, also in an Agile methodology
- Effectively communicating with team members, providing updates on progress, and addressing project concerns.

PROJECTS:

Kindergarten CAI (2023) – Capstone Project

- Android application that provide the teachers and kindergarten students with alternative ways to learn, teach, communicate, and acquire knowledge with the use of this project.
- 3 types of user (Admin, Teacher, Student)
- Developed in Kotlin and C# language and Firebase as database.
- Educational Android Application for Auxillary Academy Inc.
- Won best in Capstone project

Cravings App (2024)

- An Android application created to simplify the cooking process by offering detailed insights into selected meals, including instructional videos.
- Can search different meals, can view instructions of cooking
- Meal Categories Feature
- Built using Kotlin and themealdb API
- Implement Room database for local and efficient data management
- Personal Project

Pokémon Catalogue

- Android application designed for Pokémon enthusiasts. Leveraging the extensive Pokémon API, this app provides a comprehensive and knowledgeable experience for users to explore the world of Pokémon.
- View in-depth profiles for each Pokémon, featuring high-quality images, descriptions, and battle statistics.
- Has favorites list feature to mark and save your favorite Pokémon for quick access.
- Built using Kotlin and pokeapi.co API
- Implement Room database for local and efficient data management
- Personal Project

CERTIFICATES:

- Tesda Programming (Java) NC III
- Ground Gurus: "Fundamentals of Web Development using the Spring Framework: for Enterprise Java"
- SAP Business One - SAP BASIC (Logistics and Financials)
- SAP Business One - SAP ADVANCE (Implementation & Support)