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| **WINSTON MALCOLM** | | | |
| (876) 324-3415 | winston.malcolm2016@gmail.com | www.linkedin.com/in/winston-malcolm | https://github.com/winstonmalcolm-tech | | | |
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| Enthusiastic mobile developer proficient in Flutter and Android Java, I've utilized Firebase through real-time database, authentication, and cloud messaging to enhance app functionality while creating cross-platform applications that are efficient and user-friendly. I am passionate about software development and always strive to deliver high-quality solutions. Disciplined individual seeking to utilize the acquired mobile development skills and general programming knowledge to thrive as an entry-level mobile developer. | | | |
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| **EDUCATION** | | | |
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| **Northern Caribbean University**  Completed 85 credits towards a bachelor’s in information technology  Honor roll (GPA: 3.27/4.0)  ***Relevant Courses***: Introduction to Programming, Systems Analysis & Design, Software Engineering, Principles of Programming I, Website Design & Implementation, Data Structures and Algorithms, Principles of Programming II, Fundamentals of Databases, Visual Programming, Internet Authoring, Mobile Application Development, Field Group Project  **Manchester High School**  Caribbean Advanced Proficiency Exam (CAPE – 8 units) | | | **Sep 2020 – May 2023**  **Sep 2018 – June 2020** |
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| **CERTIFICATES**  Certificate of Participation Technology Advancement Programme III, Mobile Development (NCTVET) **Pending**  Enhanced Job Readiness (NCTVET) **Pending**  **EXPERIENCE** | | | |
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| **Amber Heart Coding Academy**  Mobile Developer Apprentice | | **June 2023 – June 2024** | |
| * Utilize Flutter to create cross platform applications * Created native android applications using Java and XML * Employ Firebase services to send push notification, Authentication and Data storage * Integrated RESTful APIs and third-party libraries for enhanced functionality | | | |
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| **TECHNICAL SKILLS** | | | |
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| **Languages:** Java, Dart, JavaScript, XML, SQL, HTML, CSS  **Frameworks:** Flutter and react native  **Tools:** Visual Studio Code, Git, Android Studio, Postman, Firebase | | | |
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| **PROJECTS** | | | |
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| **Space Jams Music Player** | Flutter | | **July 2024 - Present** | |
| **Description**: A mobile music player for android.   * Implemented advanced audio playing such as media controls, background playback and playlist manipulation * Intuitive and Attractive UI using animations * Utilized local storage to retain session data | | | |
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| **Church Cast** | Flutter, Firebase, NodeJS | **May 2024 – June 2024** | | |
| **Description:** An app to stream church service in Realtime for members who may not be able to make it to church and for students studying theology to browse and gain inspiration. It is also a platform for individuals who wants to focus on their religion without the distractions of ads and other videos on YouTube.   * Implemented third party SDK for video streaming * Utilize Firebase for data storage and push notification * Session storage integration * Role base authentication * Integrated a chatbot using Google’s Gemini AI 1.5 flash model | | | |
| **Link Minimizer** | Java, XML | **Dec 2023 – Jan 2024** | | |
| **Description:** An android application that shortens long links. It is perfect for sharing links on social media or in messages where character count is limited. Published on the Amazon app store.  URL (https://www.amazon.com/gp/product/B0CR8QP9KS)   * Utilized Retrofit to connect to third party API * Light and dark theme options * Minimal polished User Interface * Implemented Local Storage using Room Database | | | |