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Senior Mobile Engineer — Android (Kotlin, Jetpack Compose) & Flutter · Offline-first · Mobile Architecture

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PROFILE

Senior Mobile Engineer with **7 years of mobile development experience** across **native Android (Kotlin, Jetpack Compose)** and **Flutter / Dart**, focused on **solid mobile architecture (Clean Architecture, MVVM)** and on applied AI inside the engineering workflow (refactoring, test generation) without losing technical rigor. I specialise in the hard parts of mobile that break in the field, not in demos: **offline-first synchronisation**, continuous **background GPS telemetry** on low-end devices, **Bluetooth / hardware bridges** through native Kotlin channels, and **performance profiling** (jank elimination, steady 60 FPS, zero memory leaks). My apps are used daily by **500+ field couriers**, on POS terminals in fuel-station retail, and by therapists through a healthcare SaaS published on Google Play. Nothing reaches production without **automated tests** and a **GitHub Actions** pipeline behind it, and I work with the backend team on REST/WebSocket contracts so mobile delivery is never blocked waiting on an API to be guessed.

WHAT I SOLVE (CORE STRENGTHS)

- **Native Android:** Kotlin and Jetpack Compose (Material 3) with Clean Architecture and MVVM — **Saldo Vivo**, built 100% native with ML Kit OCR and a background floating capture panel — plus native Kotlin channels (Bluetooth printing, hardware linking) inside production apps.
- **Background location at scale:** Android foreground services and WorkManager telemetry with dynamic sampling cycles; cut battery consumption **25%** on a national fleet without dropping a single coordinate.
- **Offline-first sync:** local-first data layer (SQLite, Drift, Hive, Isar) with queued writes, retry and conflict resolution — field crews keep working with zero or intermittent signal, and nothing is lost on reconnect.
- **Hardware & native bridges:** Method/Event Channels for Bluetooth and network thermal printers, POS payment terminals, high-speed QR/barcode scanning, digital signatures and photo evidence capture.
- **Performance engineering:** Flutter DevTools memory & CPU profiling, leak hunting, and legacy UI refactors to Clean Architecture + BLoC that removed memory leaks and restored a stutter-free 60 FPS.
- **Mobile-to-backend ownership:** designing the API contract, the payload shape and the WebSocket events with the backend team — reducing fleet-wide mobile data consumption on a real-time tracking product.
- **Testing that protects releases:** unit and widget tests written with the feature (mocktail, bloc_test) and backend API tests — wired into CI as a merge gate so a red test never reaches a courier's phone.

TECHNICAL SKILLS

Android (native): Kotlin, Jetpack Compose (Material 3), Java, Android SDK, WorkManager & foreground services, Google ML Kit, Google Maps / Mapbox, Push Notifications (FCM)

Cross-platform: Flutter (7 yrs), Dart, Flutter Web (responsive + POS / back-office targets); iOS fundamentals (Swift, Xcode)

Architecture & State: Clean Architecture, MVVM, feature-first modular architecture, BLoC / Cubit, Riverpod, Provider, SOLID, dependency injection (get_it / injectable), Freezed code generation

Applied AI in Software Engineering: AI-assisted development, structured refactoring, automated test generation, and LLM-assisted engineering workflows without losing technical control

Native bridges & hardware: Method Channels, Event Channels, Bluetooth / POS terminals, QR / barcode scanning, digital signatures

Storage & offline-first: SQLite, Drift, Hive, Isar, resilient local caching, conflict-resolution synchronisation

Testing & quality: unit tests (mocktail, bloc_test), widget tests, backend API tests, coverage and test gates in CI, Firebase Crashlytics & Performance Monitoring, rigorous code review

CI/CD: GitHub Actions (lint → unit/widget tests → signed AAB/APK → Play Store test track), versioning and release automation, environment/secret handling in the pipeline

Delivery & backend: Google Play Console, Node.js, TypeScript, REST, WebSockets, MySQL, SQL Server, Firebase, Supabase

Methodology: GitFlow, Trunk-Based Development, sprint planning with non-technical stakeholders, production telemetry-driven iteration

Currently learning (hands-on projects in progress): Hilt, Room, Kotlin Coroutines & Flow, Compose UI testing, Kotlin Multiplatform, React Native, SwiftUI, Fastlane, Docker, PostgreSQL

SELECTED APPS & IMPACT

- **Saldo Vivo — native Android finance app (Kotlin, Jetpack Compose).** Built 100% native with Jetpack Compose (Material 3), Clean Architecture, MVVM, OCR receipt recognition with Google ML Kit, and background floating screen/voice capture panel for instant expense and income logging.
- **Andytrack — national logistics platform** (Google Play). Real-time dispatch, parcel pickup and delivery tracking used by **500+ couriers nationwide**. Built the offline-first background GPS engine (−25% battery) and refactored legacy UI to Clean Architecture + BLoC. Wrote the native Kotlin bridge that prints package tickets on Bluetooth thermal printers, plus WhatsApp notifications when a delivery arrives.
- **COMSATEL Rastreo Móvil — field services app** (Google Play, published by Comsatel Perú S.A.C.). Full lifecycle ownership for technicians installing and calibrating satellite tracking hardware: offline digital signatures, photo evidence and hardware inventory on disconnected sites, linking the installed hardware to the app through a native Kotlin channel; **99.2% crash-free** in production; field turnaround **30% faster**.

- **Tankea — loyalty & retail POS** (Google Play, 10k+ downloads, 4.3★) **/ Pecano.** Consumer Flutter app plus a Flutter Web POS terminal for merchants, both from one Dart codebase, with high-speed QR scanning and real-time transaction validation; reusable design system raised sprint velocity **40%**.
- **MerakiCare — healthcare SaaS (Google Play).** End-to-end product: patient management, digital clinical records, smart scheduling, ICD-10 pathology catalogue, local payment rails (Yape, Plin, bank transfer) on a freemium model.
- **Enotria S.A. — dispatch & last-mile delivery app (Flutter, 2021–2024).** Dispatch management, barcode/QR scanning, biometric recipient verification and photo evidence capture for a logistics operator in the Peruvian Amazon.

PROFESSIONAL EXPERIENCE

Founder & Mobile Engineer — Beniel Studio
Mar 2026 – Present

Product & mobile engineering consultancy · Remote

- Lead technical architecture and end-to-end delivery for cross-platform mobile and SaaS clients, from discovery and scoping to release and iteration.
- Client MerakiCare (healthcare SaaS): designed and built the patient platform, digital clinical records and smart scheduling with notifications and financial tracking; implemented the ICD-10 catalogue, local payment integrations and a freemium subscription model; owned UX/UI and the Google Play release.
- Architected mobile solutions for real-time commerce and scheduling, integrating international payment gateways, secure authentication and transactional webhooks.
- Built the CI/CD pipeline on GitHub Actions end to end: lint plus unit and widget tests as a merge gate, signed AAB builds and automatic distribution to the Google Play test track.
- Designed API contracts and client-server integrations with the Node.js backends behind the apps.

Lead Mobile Engineer — Andes Express S.A.C
Jul 2024 – Jan 2026

Andytrack logistics platform · Remote / Hybrid, Peru

- Owned the mobile architecture and technical evolution of a real-time logistics app used by 500+ couriers nationwide for dispatch, parcel pickup and delivery tracking. Mobile lead inside a 22-person product team.
- Engineered a resilient background GPS tracking engine with offline-first synchronisation, guaranteeing continuous coordinate telemetry with no data loss in poor-coverage areas.
- Reduced battery consumption 25% by optimising dynamic geolocation sampling cycles and native Android communication channels.
- Refactored legacy UI components into Clean Architecture with BLoC, eliminating memory leaks and delivering a stutter-free 60 FPS experience.
- Partnered with backend engineers to optimise WebSocket and REST payloads, significantly cutting mobile data consumption across the fleet.
- Shipped automated tests with every release — business-layer unit tests and widget tests acting as a merge gate — because the app could not fail while a courier was on route.

Mobile Project Lead & Flutter Engineer — XTEND SAC
Oct 2023 – Jun 2024

COMSATEL field services app · Arequipa, Peru

- Owned the full lifecycle of the mobile app used by field technicians to install, calibrate and maintain vehicular satellite tracking devices. Mobile lead of a 3-person team.
- Implemented resilient offline workflows for digital signatures, photographic evidence and hardware inventory in disconnected remote sites.
- Streamlined requirements with enterprise stakeholders, accelerating field service turnaround by 30%.
- Instituted business-layer unit tests and Firebase Crashlytics monitoring, sustaining a 99.2% crash-free rate.

Flutter Developer — Pecano Software SAC
Oct 2022 – Oct 2023

Tankea loyalty startup & retail POS · Lima, Peru

- Engineered the consumer mobile app and the web/POS terminal for Tankea, a loyalty reward ecosystem for fuel-station chains and affiliated merchants.
- Implemented the core app architecture in Flutter with BLoC, integrating high-speed QR scanning, reward catalogues and real-time transaction validation.
- Built the Flutter Web POS application for merchant payment terminals, reusing the mobile app's Dart codebase.
- Created reusable design-system components, improving sprint feature velocity by 40%.

Additional Experience
2020 – 2026

- **Flutter Consultant — JARV** (Feb 2026 – Mar 2026): implemented Flutter modules for a client, including Bluetooth and network connectivity to thermal printers and other hardware integrations.
- **React Developer, part-time — DEVIDA Peru** (Jun 2025 – Dec 2025, parallel to Andes Express): developed and maintained internal management tooling in React, Node.js and SQL Server, integrating services and APIs for cross-platform data exchange.
- **Mobile & Software Engineer — Freelance, selected projects** (2020 – 2022): delivered GPS tracking, geofenced SOS alerting, telemedicine routing, on-demand delivery and industrial inventory apps with BLoC/Provider.

EDUCATION & LANGUAGES

B.S. in Systems Engineering — National University of San Cristobal de Huamanga (UNSCH), 2022
IT & Computer Hardware Technician — Peruvian German Institute, 2019

Spanish: Native
English: Upper-Intermediate (B1+) — reads and writes technical documentation, architecture specs and code review fluently; actively training spoken fluency for full-time remote work.