Lucas | Android Developer

SUMMARY

Lucas is a Software Engineer specializing in Android mobile development, with over 8 years of industry experience.

Throughout his career, he has worked on a wide range of mobile applications, including those in the fields of fitness, security, social networking, esports, streaming, gamification, e-commerce, and real estate.

He has participated in the entire mobile app lifecycle — from implementing new features and testing, to maintenance, redesign, re-architecture, and performance optimization. Lucas has developed applications from scratch (e.g., a delivery app, SmartPanicsNG) and contributed to the re-architecture and maintenance of existing flows (e.g., Redfin). He has strong experience building native SDKs.

Lucas is proficient in Kotlin, Java, and Jetpack Compose, and has worked with architectural patterns such as MVVM, MVI, Clean Architecture, and MVP, with a strong focus on building clean and scalable architectures.

He also has experience with unit testing tools and frameworks such as Robolectric, MockK, JUnit, Mockito, and Turbine, and actively participates in code reviews and CI/CD processes.

Additionally, he is skilled in a variety of tools and technologies, including Coroutines, Jetpack Navigation, ViewModels, Hilt, Lottie, Glide, Dagger2, WebSockets, Room, GSON, and Apollo GraphQL, among others.

Lucas has experience as a Lead Android Developer at Divercity (Nov 2018 – Aug 2019). He has led and participated in code reviews and has mentored junior developers.

He has strong communication skills that foster collaboration and teamwork. He aims to tackle meaningful challenges in software development while continuously improving product quality and performance.

CORE SKILLS

- Android SDK
- Android Studio
- Kotlin
- Kotlin Coroutines
- Java
- Clean Architecture
- MVVM
- MVI
- MVP

- Jetpack Compose
- ViewModel
- LiveData
- Dagger2
- Room
- WebSockets
- GSON
- Apollo GraphQL
- Firebase

- CI/CD
- JUnit
- Mockito
- Turbine
- Unity
- Git

WORK HISTORY

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Android Developer

November 2024 - July 2025

Worked as part of PayPal NFC team building NFC-based in-store payment functionality, with an initial rollout focused on the European market. Contributed throughout the development lifecycle, from feature implementation and testing to maintenance and performance improvements.

- Developed and maintained multiple Android screens, delivering new features and resolving bugs to improve user experience.
- Created reusable UI components utilized across the entire application.
- Integrated new SDKs to enhance application functionality.
- Redesigned, re-architected, and rewrote entire flows, such as scheduling tours with partners and brokerage agents, using the latest architecture trends.
- Fixed bugs to ensure smooth operation and enhanced user experience.
- Conducted thorough reviews of pull requests to maintain code quality and consistency.
- Wrote and maintained unit tests to ensure functional reliability and support a robust continuous integration pipeline.
- Coordinated with cross-functional Android teams to ensure consistent implementation and alignment across shared functionality.
- Led and participated in code reviews to maintain high-quality code standards and share knowledge across the team.

Technologies: Kotlin, Java, Clean Architecture, MVVM, MVI, Android SDK, Jetpack Compose, Hilt, Retrofit2, Flow, RxJava, Jetpack Navigation, Jetpack Compose Navigation, Kotlin Coroutines, JUnit, MockK, Mockito, Turbine, Deep Links

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Android Developer

August 2023 - October 2024

- Created reusable UI components utilized across the entire application.
- Integrated new SDKs to enhance application functionality.
- Redesigned, re-architected, and rewrote entire flows, such as scheduling tours with partners and brokerage agents, using the latest architecture trends.
- Fixed bugs to ensure smooth operation and enhanced user experience.
- Conducted thorough reviews of pull requests to maintain code quality and consistency.
- Actively participated in weekly meetings, providing proactive input and feedback.

Technologies: Jetpack Compose, Kotlin, Java, MVVM, MVI, Android SDK, Hilt, Retrofit2, Flow, RxJava, Jetpack Navigation, Jetpack Compose Navigation, Kotlin Coroutines, JUnit, MockK, Mockito, Turbine, Deep Links

Infront X

Android Developer

March 2021 - January 2023
Client: Verizon
- Android native SDK for NBA, NFL, NHL, F1 and IndyCar app leagues. This is a multi-view camera video streaming SDK.
- Android native app for Verizon AiFi project. Computer vision technology that provides an unrivaled shopper experience for retailers and consumers around the world. People simply need to use their app to enter the store, pick up what they need, and leave.

Technologies: Kotlin, MVVM, Clean Architecture, Dagger2, Retrofit2, ViewModel, LiveData, Flow, RxJava2, WebSockets, Android SDK, Room, Navigation Jetpack, GSON, Fresco, Paging3, Kotlin Coroutines, JUnit, MockK, Turbine

Infront X
Android Developer
September 2019 - December 2020
Client: Activision | Blizzard
- eSport league Android native app using Java and Kotlin.
- Implemented MVVM architecture and Clean Architecture principles to ensure maintainability and scalability.
- Collaborated with cross-functional teams to deliver high-quality applications.

Technologies: Kotlin, Java, MVVM, Clean Architecture, Dagger2, Retrofit2, ViewModel, LiveData, RxJava2, Room, GSON, Glide, JUnit, Mockito

Divercity
Lead Android Developer
November 2018 - August 2019
- Divercity (divercity.io) is a mobile-first job platform dedicated to diversity hiring and to building the world's largest minority professional network. Divercity was built particularly for underrepresented groups that are either looking for job opportunities and for employers looking to diversify their teams.
- Android native application developed in Kotlin.

Technologies: Kotlin, MVVM, Clean Architecture, Dagger2, Retrofit2, ViewModel, LiveData, RxJava2, Room, GSON, Glide, Paging2, Timber, LeakCanary, Push Notifications, Apollo GraphQL

Self-employed
Android Developer
November 2017 - November 2018
- Worked on SmartPanicsNG app. It allows the user to transmit alarm events to electronic monitoring systems. It can help to quickly resolve a problem by notifying your security service provider about your emergency.
- Worked on Vigicontrol app. It is a system for controlling security guard tours through online monitoring.
- Developed from scratch a delivery app for a restaurant chain.

- Technologies: Technologies: Geolocation, RxAndroid, RxJava, Firebase, MVP, Android, Android Development, Java, Git, Android SDK, Android Studio, Retrofit

Rednineteen
Mobile Developer
September 2016 - June 2017
- Contributed to the maintenance and development of mobile apps using Java and Ionic.
- Contributed to develop WalkActive Android native app available on the PlayStore.
- Developed an app using Vuforia (augmented reality framework) for Unity for an Australian company called Nearmap.

Horizon - Software and Apps
Android Developer
June 2015 - July 2016
Contributed to develop two Android native apps.
- GutsyHome, an app to make the communication and connection easier among tenants, landlords and different kinds of technicians like carpenters, plumbers, etc.
- HealthSemantics, an app to make the communication easier between patients and doctors, and between patients with the same pathologies.

Technologies: MVP, Android, Android Development, Java, Git, Android Studio

EDUCATION

Universidad Nacional de La Matanza
Software Engineering
2011 - 2017

LANGUAGES
Spanish: Native
English: Advanced