

ERICK RESURRECCION

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WORK EXPERIENCE

Taison Digital Ltd

August 2023 – Present

Android Application Developer

- 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.

Hooli Software

March 2023 – July 2023

Software Engineer Intern

- 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.

Freelance Android Developer

August 2022 – March 2023

- Actively participated in a projects utilizing Java and MVP architecture, which improved code maintainability and facilitated feature development.
- Firebase services for user authentication and real-time database capabilities, leading to enhanced app performance and user engagement.
- Worked closely with another developer to develop features and troubleshoot issues, ensuring on-time project delivery and enhancing user interfaces for better usability

SKILLS

Languages: Java, Kotlin, Dart and JavaScript

Architectural Pattern: Model-View-Presenter (MVP) and Model-View-ViewModel (MVVM)

Libraries etc.: Retrofit, Coroutines, RxJava, Room Database, SQLite, Jetpack Compose, ViewBinding, Dagger, Hilt, Glide, Picasso, Navigation Component, Firebase and Flutter

Developer Tools: Android Studio, Jira, Sourcetree, Bitbucket, Git and Github

PROJECTS

Kindergarten Computer Assisted Instruction (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. Has 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 (2024)

Personal Project

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

Look at the Weather (2024)

Personal Project

- An Android app utilizing FreeWeatherApi to provide up-to-date weather information for any city. Easily check the current weather conditions and forecasts for your desired locations. Has a search feature for you to input which city you want to check.
- Built using Kotlin and FreeWeatherApi and Use Jetpack Compose for a declarative approach that simplifies and accelerates UI development.

Prep Mate: Learn Android & iOS (2024)

Personal Project

- A cross-platform (iOS and Android) app designed for individuals seeking reviewers and interview questions for mobile development. Users can manage subjects and lessons, take quizzes to check their knowledge, and track scores.
- Built using Dart (Flutter) and Firebase and use MVVM for efficient state management.

KotlinHub (2024)

Commissioned Project

- Developed an e-learning Kotlin app with distinct admin and user roles, enabling admins to manage lessons, tutorials, coding challenges, and quizzes, while users learn Kotlin through interactive modules and assessments. Integrated Firebase for authentication and real-time database storage, ensuring a seamless and personalized learning experience.
- Built using Kotlin (Jetpack Compose), Firebase and use MVVM for efficient state management.

EDUCATION

STI College Meycauayan

2019-2023

Bachelor of Science in Information Technology

Major in Web and Mobile Development

Awards: Batch Best Programmer and Best Capstone Project