# Jose Mario Cuellar

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## EDUCATION

**Computer Science, B.S / University of California, Santa Barbara**　　　　**Graduation: June 2020**

## RELEVANT EXPERIENCE

**Android Software Engineer - Kippo, Covalent Inc. (Los Angeles, CA)**　　　　**Jul 2021 - Present**

- Responsible for feature development, debugging and testing of the entirety of the Kippo Android application, in addition to building and deploying updates on Google Play Store.
- Managing Play Store presence, A/B testing, in-app subscriptions, crashes and ANR reports.
- Collaborate with the backend team in API design decisions when distributing responsibilities between backend services and clients. Refactoring the client network stack led to up to a 70% reduction on database load which allowed us to increase concurrent user count.
- Integration of Solana's Phantom Wallet to allow in-app use of Kippo Land and Outfit NFTs .
- Performed Unity integration during a major app refactor to create the app's iconic hybrid design.
- Designed the bidirectional communication protocol (which relies on IPC and JNI) between the Android and Unity environments used for data sharing and state synchronization.

**Computer Science Tutor at University of California (Santa Barbara, CA)**　　　　**Jan - Dec 2019**

- Collaborated with a team of tutors and the course instructor to manage teams of students working on course projects. Responsibilities included test reviews, grading and ensuring that deadlines were met so that a working product was delivered at the end of course.

## PROJECTS

**Flutter Donation App – Startup**　　　　**Sep 2020 – 2021**

- A reactive cross-platform mobile application developed in tandem with a group of developers. It was intended to be a competing service to donation services such as GoFundMe, Fundly, Razoo, etc...
- Built using Flutter due to its fast front-end development capabilities and near native performance.

**Android Game Wishlisting App – *GameLoggd***　　　　**June 2021**

- Application grants users the ability to search for and save favorite and wishlisted games.
- Utilizes the Internet Game DataBase (**IGDB**) REST API to retrieve game data with the aid of Retrofit 2.0 and OkHttp libraries for HTTP requests and JSON responses.

**Android E2E Messaging App – *M'Chat***　　　　**Jan 2020 – 2021**

- An end-to-end encryption messaging application that allows sending text and multimedia messages through Wi-Fi/LTE using a custom messaging protocol over TCP.
- User privacy is ensured through asymmetric encryption and only permanently preserving decrypted messages locally on a user's mobile device using Room Persistence Library and Android Keystore.

**React Native Rideshare Class Project – *Gaucho Rides***　　　　**Apr – Sep 2018**

- Worked with a team of three students to design and develop a mobile ridesharing application which utilizes a map-based search algorithm to facilitate ride-sharing for UCSB students.

## SKILLS

- **Frameworks/OS:**　　Android, Flutter, React Native, Unity, AWS, Firebase.
- **Languages**:　　Kotlin, Java, Dart, JSX (React), C#, C/C++, Python, Javascript.
- **Tools**:　　RxJava, Koin, Jetpack Navigation, OpenApi, JUnit, Moshi, Git, Slack, Jira
- **Design Patterns:**　　MVVM, Clean Architecture, Multi-Module, TDD, Reactive,Repository, DI.