

Senior Mobile Engineer

Puebla, Mexico
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DAVID ARELLANO

PROFILE

Senior Mobile Engineer with 8 years of experience crafting innovative mobile solutions that enhance user engagement and accessibility.

Expertise in Flutter, alongside a strong foundation in iOS and Android development, drives the creation of high-quality applications tailored to diverse needs. Passion for design thinking fuels the transformation of wireframes into functional, user-centric applications. Ready to lead and innovate in challenging environments.

Skills

- Flutter
- iOS Development
- Android Development
- Rails
- Serverless
- TypeScript

EMPLOYMENT HISTORY

Senior Software Engineer at Headspace, Santa Monica

March 2024 – Present

As part of the Care Core Experience squad, I provide lifelong mental health support accessible to all members through sharp mobile experiences, leading feature implementations, and creating high-quality, valuable experiences.

Senior Mobile Engineer at Manas.tech, Buenos Aires

July 2022 – November 2023

Building unconventional software for unconventional needs. Using best practices in creating and maintaining software for non-profit/profit projects. From using cryptocurrency networks to cancer treatment apps.

Mobile Engineer at Nu México, Mexico City

November 2021 – August 2022

Played a key role in the Fraud team, implementing security features that safeguarded +1M client data in the Mobile App, Contributing to challenging the status quo and shaping the future of financial services in Mexico.

Mobile Engineer at CourseKey, San Diego

June 2020 – November 2021

Developed and maintained a world-class student mobile app using Flutter for iOS and Android. Utilized reactive programming, analytics, REST services, and socket consumption. Employed technologies such as Flutter, Dart, Redux, BLoC, TDD, Travis CI, Fastlane, and Github.

Mobile Engineer at RedGPS, Puebla

June 2019 – June 2020

Designed, developed, and maintained location mobile applications for iOS and Android using Flutter. Integrated Firebase, employed reactive programming and consumed REST services. Managed multi-threading, streams, BLoC, and unit tests. Developed and maintained iOS and Android apps, integrating services like location and push notifications. Managed DevOps for mobile apps.

Founder CEO at Mainframe Labs, Puebla

January 2019 – September 2020

Led the development of mobile applications using Flutter Framework (iOS and Android) Designed interfaces according to Material Design 2.0 and aligned with brand identity, iterative planning.

Game Developer - iOS at Kite Education, Puebla

July 2018 – February 2019

Implemented the Kite coding tool to teach computational thinking through code blocks. Conducted testing and improvements through focus groups. Using: SceneKit, Swift 4, Multithread Programming, CocoaPods, Realm DB)

Freelance Software Developer at Holcim UI Holcim, Puebla

January 2017 – November 2017

Contributed to UI/UX design of Holcim software modules. Developed front-end for merchandise tracking tool.

EDUCATION

Software Engineering Bachelor's Degree, UPAM, Puebla

August 2015 – November 2019

LINKS

[Linkedin](#) [GitHub](#)

COURSES

SCRUM at Itera Process Consulting

October 2017

iOS Development at Udemy

June 2021

LANGUAGES

English

Spanish