

# ALEXANDRO TRUJILLO

[hola@alextrujillo4.com](mailto:hola@alextrujillo4.com)

**Software Engineer.** Skilled in **scalable mobile applications** and platform engineering. Experienced in designing **white-label systems, CI/CD foundations, and modular multi-package ecosystems**. Strong **focus on performance, CI, and long-term maintainability** across large-scale applications.

## HIGHLIGHTED EXPERIENCE

For more visit: <https://alextrujillo4.com/projects>

### **Sr Flutter Developer - Qiddiya, Saudi Arabia (Remote)**

**2 years**

- Contributed to the architecture and development of a scalable **white-label Flutter platform** powering Six Flags applications within the Qiddiya ecosystem.
- **Architected and implemented** the CI/CD foundation using **GitLab CI** defining automated build validation, test execution, linting, and quality gates.
- **Established the multi-package architecture** from scratch using **FVM and Melos**, standardizing dependency management and version control across teams.
- **Mentored and coached** junior engineers, accelerating onboarding and reinforcing architectural and engineering standards.
- **Developed reusable AI-assisted automation scripts and workflows** leveraging AI tooling to improve test generation and developer productivity across platforms, integrating with enterprise AI platforms

### **FullStack Developer - Fever, Madrid, ES (Remote)**

**2 years**

- **Improving Fever's PlanDetail - (Android, Angular, Django)**
  - **Data Efficiency Improvements:**
    - Decreased JSON resource size by 40.37%, from 9.81 KiB to 5.85 KiB by optimizing data structures and streamlining network utilization. This reduction contributed to the improvements described below.
  - **Performance Optimization:**
    - Achieved a 15% improvement in p75 first-byte loading time, reducing it from 575ms to 490ms by enhancing server response efficiency.
- **Development and Innovation - (Android)**
  - Led the development of the Webviews Library v1, utilizing the WAMP protocol. This robust internal library streamlines authentication processes across mobile and web platforms, specifically designed to improve webview experimentation within the Android environment
- **Improving Fever's Mobile App Performance - (Android)**
  - Led the implementation of changes in the Android app, resulted in an 18% improvement in Starting Load Time, reducing load time from 1.99 seconds to 1.66 seconds.
- **Android DevEx improvements - (Android)**
  - Achieved a remarkable 30% improvement in Gradle build execution time on Android, reducing the process from 2m 45.892s to 1m 48.492s. This significant optimization enhances developer productivity and reduces build times.

### **Mobile Developer - ePesos, Monterrey, MX - (Remote)**

**6 years**

- **Redesigned** the ePesos Android migrating to **Flutter**, expanding reach to both Android and iOS users.
- Flutter Web - Adapting the App to be Web Friendly
- **Designed a the current Mobile architecture** that accommodates the app's growing user base and future feature additions.
- Developed and maintained a mobile app from scratch using Flutter, leading to over 20,000 downloads.

**FullStack Developer - Decathlon, Madrid, ES - (Android, Symphony, React, Flutter)**2 years○ **Pioneered the Development of the Decathlon Vitamin Design System (Flutter):**

- Led the creation and initial development of the Vitamin Design System for Flutter at Decathlon. This system streamlines UI development for the team.

**CoFounder - Connvo Bookcast App (Flutter)**1y

- Co-founded a podcast platform focused on improving creator-listener interaction
- Led the development of the mobile application using Flutter, from MVP to production-ready release
- Designed and implemented core features such as audio playback, user subscriptions, and comment threads
- Worked on UI/UX flows and performance tuning to enhance user engagement
- Collaborated with a small founding team to define product vision, roadmap, and go-to-market strategy

**EDUCATION & CERTIFICATIONS**

- Bachelor's Degree, Computer Science - Tecnológico de Monterrey, México
- Android Associate Developer 2022
- English BULATS B2

**EXPERIENCE**

Tecnology	Years
Flutter - Dart	6
Android - Kotlin / Java	4
React/Vue/Angular/Nodejs - Typescript	3
Django - Python	2
PHP Symphony - PHP	2

**SKILLS**

- ❖ Mobile Development
- ❖ Optimization
- ❖ Performance Optimization
- ❖ System Architecture Design
- ❖ Leadership
- ❖ Innovation
- ❖ Strategic Thinking
- ❖ Communication
- ❖ CICD integration

**SOFT SKILLS**

- Leadership
- Teamwork
- Problem-Solving
- Adaptability
- Innovation
- Initiative

**OTHER TECHNOLOGIES**

- Clean Architecture
- Git & Github
- Firebase
- Agile/Scrum
- Google Cloud & firebase
- AWS
- Datadog
- Mixpanel
- LauchDarkly
- Docker
- Cursor AI