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Summary

I Graduated in Mobile Application Prrogramming from **Cégep de la Gaspésie et des Îles**. I have developed a strong foundation in mobile and web development through hands-on projects using Java, Kotlin, Swift and React. Over the past 2 years, I have built innovative applications, including: a multi-language food delivery app (similiar to Ubear Eats) built with Flutter,Swift and Java. DogPal, a pet managment iOS app with Firebase integration for real-time updates. Easy filter, a photo-editing Android app with custom filters.

Additionally, I have worked on cross-platform development, RESTful APIs and cloud integration (Firebase). These experiences have provided me with in-depth knowledge of a variety of tools, like Android Studio, Xcode and Git. I thrive in problem-solving scenarios debugging runtime errors, optimizing performance and implementing scalable architectures-while maintaining clean.

I am passionate about learning and finding creative solutions to problems. Now, I am excited to bring my skills in mobile development, teamwork and agile methodologies to a dynamic team where I can contribute to meaningful projects.

Academic Projects

May 2023 - April 2025

Project 1: Hangry (Multi-language Food Delivery App)

Developed a cross-platform food delivery app (similar to Uber Eats) supporting three languages, with payment and mapping functionality.

- Key Achievements: Integrated Stripe API for secure in-app payments and subscription managementand implemented Google Maps API for real-time order tracking and restaurant locations

- Built three native versions using Flutter (cross-platform), Swift (iOS), and Java (Android) Designed a unified backend to support all platform-specific frontends

- Technologies: Flutter, Swift, Java, Stripe API, Google Maps API, Firebase

Project 2: DogPal (Dog Socialization App)

Created an iOS app to help dog owners discover pet-friendly locations.

- Key Features: Dog profiles with breed, age, and health information. MapKit integration showing nearby dog parks with optimized routes. Community reviews system for park ratings. Real-time updates using Firebase for meetup coordination

- Technologies: Swift, Firebase (Auth, Realtime DB, Storage), MapKit, iOS SDK

Project 3: EasyFilter (Photo Editing App)

Developed an Android photo filter application with camera integration and gallery selection.

- Functionality: In-app camera capture and gallery import +10 customizable filters using GPUImage processing User authentication and photo storage with Firebase Admin panel for content management

- Technologies: Android SDK, Kotlin, Firebase (Auth, Storage), GPUImage API, XML

Education

May 2023 - April 2025 | Attestation d'Etudes Collégiales (AEC) - Mobile Application Programming, Montreal, Quebec

Languages

Intermediate **English** | Basic **French** | Native Brazilian **Portuguese**