

José Brandon Martínez Rios

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PROFESSIONAL PROFILE

Native Android Developer specialized in Kotlin and Jetpack Compose. I develop personal applications implementing MVVM, Clean Architecture, Wear OS synchronization, API consumption, and local persistence, with a strong focus on UX/UI, performance, and maintainability.

TECHNICAL SKILLS

Kotlin · Jetpack Compose · MVVM · Clean Architecture · Retrofit · Room · Supabase · Firebase · Wear OS · Health Services · ML Kit · Git · Figma · Lottie Animations · SonarQube · UI Test

PUBLISHED PROJECTS

UnitWise — Android App

[Google Play](#)

Grocery price-per-unit comparison app to determine best value based on weight/volume and price.

- **Situation:** Shoppers spend valuable time trying to manually calculate which product of different weight or volume is cheaper per unit—a calculation that is non-intuitive at the point of purchase.
- **Solution:** Developed an app that compares products in real-time by calculating cost per unit of content, projecting daily and monthly savings, and generating shareable QRs that redirect to Google Play via deep links.
- **Technical Challenge:** Integrated ML Kit for camera-based product name scanning. On low-end devices, ML Kit was blocking the main thread; I resolved this by migrating processing to a dedicated background thread. Successfully handled undocumented domain verification for deep links in Google Play Console.
- **Result:** Published on Google Play with multi-language support, light/dark themes, and a Supabase backend to optimize QR payload.

TrainLoop — Android App + Wear OS Companion App

[Google Play](#)

Mobile and Wear OS companion app for bodyweight circuit training, designed for home workouts.

- **Situation:** Users training with bodyweight circuits need exercise video guides and full control from their wrist to avoid interacting with the phone during the workout, including warm-ups directly from the watch.
- **Solution:** Developed a mobile and Wear OS app where the watch acts as a remote control for the routine. Bidirectional sync via Data Layer sends heart rate and calories to the phone, with history persisted in Room and a weekly calendar view.
- **Technical Challenge:** Implemented automatic reconnection for Bluetooth data loss and Ambient Mode support on the wearable to minimize battery consumption during active sessions.
- **Result:** Published on Google Play, covering the full cycle—from exercise video guides on mobile to metric capture on the wrist, with a full experience available even without a smartwatch.

ADDITIONAL PROJECTS

Construction Material Tracker — Android app for construction professionals. Features material management per project (CRUD), quantity calculations, PDF budget export with totals, and image support for project documentation.

Splitly — Android app in development for group expense splitting. Planned features include Google Sign-In authentication, AI integration, home screen widgets, tiles, and quick-access shortcuts.

EDUCATION

Instituto Tecnológico de Puebla

B.S. in Information Technology and Communications Engineering

Puebla, Mexico

Expected Graduation: January 2027