

JOSHUA SENINING

Full Stack Developer + Mobile Developer

+63 915 858 7388 | joshuasenining31@gmail.com | San Jose del Monte, Bulacan, Philippines | Open to remote
joshuasenining.dev | github.com/iamnotking21 | linkedin.com/in/joshua-senining-5b2895395

PROFESSIONAL SUMMARY

Full-stack and mobile engineer with 7 years shipping production software for international clients — Kotlin and Jetpack Compose on native Android, React/Next.js, Vue and Node on the web, deployed on AWS and GCP. Led a consumer mobile platform end to end for four years: cut its crash rate 35%, resolved 3,000+ crash, stability and data-binding defects, and automated releases with Fastlane. Comfortable owning the whole slice — schema, API, interface and deployment pipeline — and equally comfortable inheriting a codebase that needs rescuing. Works fluently across distributed English- and Chinese-language teams with backend, product design and QA. Seeking a full-time remote role.

TECHNICAL SKILLS

Frontend: React, Next.js, Vue, Nuxt, TypeScript, JavaScript, Tailwind CSS, HTML/CSS, responsive layout

Backend & APIs: Node.js/Express, Python/Django, PHP/Laravel, Ktor, Spring; REST API design, WebSockets, JSON, real-time messaging, Stripe payments

Mobile: Kotlin (primary), Java, Jetpack Compose, Android SDK, Coroutines/Flow, Material 3, Dagger Hilt, Koin; cross-platform via Kotlin Multiplatform / Compose Multiplatform, Flutter, React Native

Data: PostgreSQL, MySQL, MongoDB, Firebase, Supabase, Room, SQLDelight

Cloud, CI/CD & DevOps: AWS, GCP, Docker, GitHub Actions, GitLab CI, Bitbucket Pipelines, Bitrise, Fastlane; Play Console releases, app signing, staged rollout, store compliance

Architecture & Quality: Clean Architecture, MVVM, MVI, SOLID, modularization, dependency injection; JUnit, Mockito, Espresso, TDD, profiling & benchmarks, code review

Integrations & Growth: Tencent IM (TUIKit/TUICallKit), Adjust SDK, Facebook Ads API, FFmpeg, Firebase (FCM, Analytics, Crashlytics), Google APIs (Maps, Sign-In, Play), attribution & funnels

Tooling & AI-Assisted Development: Git (GitHub, GitLab, Bitbucket, SourceTree), Gradle, Android Studio, VS Code, Cursor, Postman, Figma, Jira; Claude Code, OpenAI API, Gemini, Ollama — custom agents, skills and MCP servers to automate dev and QA workflows

WORK EXPERIENCE

Full Stack Developer + Mobile Developer · Freelance Outsourcing (contract)

Jul 2022 – Jun 2026

- Lead developer on a consumer mobile platform for international clients plus the web tooling around it, owning every feature end to end — API contracts, data layer, UI and release.
- **Cut the crash rate 35%** by profiling and optimizing the heaviest modules, and resolved **3,000+** crash, stability and data-binding defects across devices and OS versions.
- Improved cold start and screen load times and reduced ANRs; integrated analytics and event monitoring across the funnel to make product and growth decisions measurable.
- Built the service layer behind mobile features — REST APIs, JSON, WebSockets and real-time messaging — and led a **Tencent IM 3.x → 4.x** SDK migration that restored broken in-app calling and stabilized live chat and game-room events.
- Drove Kotlin Multiplatform / Compose Multiplatform adoption, sharing one UI and logic codebase across Android, iOS, web and desktop (Hilt→Koin, Retrofit→Ktor, Room→SQLDelight via expect/actual).
- Automated CI/CD with **Fastlane on GitHub Actions**, building and signing **30 release variants in ~5 minutes**, and authored 6 reusable AI-assisted workflows that sped up bug triage for the whole team.

- Ran code reviews and requirement meetings with owners, PMs, product designers and QA across English- and Chinese-language remote teams, keeping releases on schedule and maintainable.

Android Developer · Caps Lock

Jan 2022 – Jun 2022

- Built Android applications for internal business and client use — API integration, UI implementation and analytics — and rebuilt older screens with modern components so they held up across device sizes.

Android Developer · Vertex Digital Entertainment Technologies Inc.

Sep 2020 – Feb 2021

- Developed entertainment apps in Kotlin for foreign clients, owning each feature from build through Google Play release; shipped multiple feature releases **ahead of schedule** with **zero Play Console compliance issues**.
- Integrated backend REST APIs and Google Analytics and refactored for performance and maintainability, working shoulder to shoulder with the API and UI/UX teams.

Web Developer · Pixelmate (freelance)

Jun 2020 – Mar 2021

- Turned design mockups into responsive production websites (HTML, JavaScript, Vue.js, PHP, JSON), then stayed on for testing, debugging, security hardening and performance work — and wrote the documentation the client's own team took over from.

Android Developer · Avatar Tech (freelance)

Jun 2018 – Dec 2018

- Built new features for proprietary Android apps across phones and tablets in clean, testable Kotlin and Java, with real attention to structure the next developer could read.

SELECTED PROJECTS

Major Funeral Service — management system for funeral service operations: inventory tracking, staff records and an online application flow. Database design, backend and interface all mine. PHP, MySQL, Vue.js

Attendance Monitoring — QR-based school attendance: scan to check in, scheduled attendance windows, report export and record backup. Used daily by staff across a campus. Kotlin, Room, QR, CSV export

Spyrent — parental control app: usage monitoring, website and app blocking, device restriction management; careful work around permissions and background services. Android, Services, Device Policies

Client platform work (under NDA) — nine consumer entertainment and fintech-style Android platforms for international clients: multi-module architecture, live payments, real-time sockets, streaming, theming and localization at scale.

Also contributed to — shipped products built with client teams. Android (Google Play): [Jollibee](#), [Landbank](#), [JoyRide](#), [GoodNovel](#). Web: [Zoho Inventory](#), [ThredUp](#), [ShopGoodwill](#).

EDUCATION & ADDITIONAL

B.S. in Information Technology — Bulacan State University, Sarmiento Campus

2016 – 2021

Languages: English, Filipino

Availability: full-time remote, immediate