Juan Francisco Benítez López

Senior Mobile Engineer · Technical Leadership · Product-minded

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Senior Mobile Engineer with 8 years of experience delivering production-grade Android applications, complemented by solid iOS experience and some React Native. I have worked on multiple mobile apps across development, release and maintenance, with end-to-end ownership of the ones I highlight in my portfolio. I bring a product mindset and use AI throughout the process, from planning to release, to turn ideas into polished apps quickly and with care for quality. Beyond writing code, I also own product decisions, coordinate releases across teams, and support other developers through code reviews and onboarding.

EXPERIENCE

Exoticca · Senior Mobile Engineer (Android Lead) Apr 2022 – Sep 2026 · 4 yrs 6 mos

Involved from the **first line of code** on Exoticca's mobile apps. I started as the only Android developer, grew into a two-person team, and owned the Android app throughout—expanding in the last year and a half to become the **sole developer and mobile owner of both the Android and iOS apps** (B2C and B2B). React Native came in only during the last three months. I designed and delivered features from **zero to deployment**, including release management and maintenance, and brought UX ideas from the user's point of view. I worked with **AI agents and GitHub Copilot** to ship faster without lowering the quality bar. I operated in English within a cross-functional team, leading code reviews, technical architecture, and release coordination.

CSQ Non Stop Shops · Software Developer Jun 2020 – Apr 2022 · 1 yr 11 mos

Maintained the company's Android apps and developed new features across apps, web and backend. Worked with payment libraries (Redsys) and Android devices with built-in printers (Sunmi).

Private Programming Tutor Apr 2020 – Apr 2022 · 2 yrs 1 mo

Taught software development fundamentals: Android, object-oriented programming, C++, C#, Java and Kotlin.

PadelManager · Android Developer Mar 2020 – May 2020 · 3 mos

App maintenance and new feature development.

Viewnext · Android Developer Sep 2018 – Oct 2019 · 1 yr 2 mos

Maintained and developed new features for three Android apps for different clients, including chart rendering with MPAndroidChart. Started as an internship student.

ENGINEERING APPROACH

Architecture	Native Android with Kotlin Coroutines and Flow, Hilt, Room for offline caching, Jetpack Compose and Retrofit/OkHttp. I have worked with MVVM, MVC and MVP, made most of the architecture decisions on my projects, and done migrations from XML to Compose in the past. On iOS, I maintained and evolved a production app using VIPER architecture, combining SwiftUI and UIKit with dependencies managed via SPM and CocoaPods.
Integrations	Customer support and engagement SDKs such as Sprinklr Live Chat and Salesforce Marketing Cloud (push notifications and in-app messaging) across Android and iOS, payment libraries (Redsys), charts (MPAndroidChart), and hardware integrations (Sunmi printers).
Quality & reliability	Unit tests and Compose UI tests, maintaining the CI/CD pipeline, crash monitoring, and performance monitoring with Firebase Performance on both Android and iOS. I fixed crashes and production incidents, keeping the crash-free users rate above 99.8%.
Product & leadership	Owned product decisions for My Trip from idea to store release, helping retain a key client contract: defined the scope, had the final say on requirements, wrote user stories and managed the backlog as the mobile owner. Validated changes with Firebase A/B testing, Remote Config and Snowplow analytics. Mentored mobile developers via code reviews (Android/iOS), drove Android architecture, onboarded web devs to React Native, and coordinated releases across teams.

SKILLS

Mobile: Android (Kotlin / Java) (Extensive Experience) · iOS (Swift) (Advanced) · React Native (Basic-Intermediate)
Practices: AI agents / GitHub Copilot (Advanced) · CI/CD (Intermediate)
Other: Web (PHP / JS / HTML / CSS) (Intermediate) · .NET (Intermediate) · WPF (Intermediate) · Unity3D (Intermediate) · Godot (Basic) · Ren'Py (Basic-Intermediate)

EDUCATION

- **Master's in Video Game Creation (design, art and programming)**
  Universidad de Málaga · 2019 – 2021
- **Higher Technician in Multiplatform Application Development**
  IES Portada Alta · 2016 – 2018

Languages: Spanish (native), English (full professional proficiency)

- Google AI Professional Certificate · Google
- Advanced Kotlin for Multi-Platform Development · Board Infinity (Coursera)
- Google Agile Essentials Professional Certificate · Google (Coursera)
- Develop apps for Apple platforms · Apple
- Android Hilt: Dependency Injection with Kotlin and Jetpack
- Android Testing with JUnit, Mockito, Espresso and TDD