

MICKAEL HERNANDEZ

MOBILE APP DEVELOPER - FRENCH / ENGLISH

Seven years of experience in Full Stack development, mainly with Flutter and Dart, focused on building reliable and enjoyable cross-platform products. Self-taught since 16, I've explored a wide range of technologies. I design clean, scalable architectures with a constant focus on user experience.



WORK EXPERIENCE

Full Stack Developer

- Development and maintenance of the company's suite of mobile apps using Flutter
- Full Stack with Laravel and Symfony (API design, Web UI revamp...)
- Setting up CI/CD pipelines (Bitrise) and automated tests

From Jun. 2023 to July 2026

Médi-Productions

Remote

Flutter Developer

App maintenance, codebase improvements and feature integrations.

From Mar. 2023 to Apr. 2023

Colette

Paris (Hybrid)

Flutter Developer

Full development of an Uber-like app for an international high-profile client (under NDA).

From July 2021 to Oct. 2022

Citec Ingénieurs Conseils

Remote

Flutter Developer (Freelance)

Various updates on a quiz app (codebase refactoring, in-app purchases integration, visual improvements, bug fixes...)

From Apr. 2021 to May 2023

Kashou

Remote

Flutter Developer (Freelance)

Code review and various improvements on an app aiming to assist house builders.

From Apr. 2020 to May 2020

PMB Software

Remote

Flutter Developer (Freelance)

Full development of a productivity app that helps you to track habits.

From Mar. 2020 to Apr. 2020

Web & Graph

Remote



EDUCATION

Android App Developer

From 2017 to 2019

OpenClassrooms

Online

IT DUT

I was not able to continue for personal reasons and opted for an online degree.

From 2016 to 2017

IUT Robert Schuman

Illkirch-Graffenstaden, France

Baccalaureate (Science)

From 2013 to 2016

Lycée Louise Weiss

Sainte-Marie-aux-Mines, France



COMPUTER SKILLS

Flutter

Dart, platform channels, package development, databases...

Flutter state management

BLoC, Riverpod, Provider...

Firebase

Analytics, Crashlytics, Firestore, App Distribution, AdMob, Events...

Android

Kotlin, Jetpack Compose, MVVM, Gradle...

Web

HTML, CSS, Javascript, PHP, Laravel, Symfony, Node.js...



PROJECTS

Socle · Flutter App & Website

(04/2023 → Present)

Socle is a platform to play party games. It is available on Android, iOS, and on the web. Create or join a lobby, and play all the games with your friends and family.

<https://socle.games>

Entry · Flutter pub.dev Package

(04/2021 → Present)

"Make your widgets come to life" – Entry lets you simply animate a widget into a visible state. One widget to animate the opacity, scale, position and angle.

<https://pub.dev/packages/entry>



ASSETS

UX Awareness

I anticipate how users will feel interacting with the product. I really like designing UIs.

Adaptability

My development experience allows me to handle new technologies very fast and easily.

Critical thinking

I question things and I am not afraid to bring it up. I am driven by doing the right thing, not the easiest.

Time management

My knowledge, experience and AI use lets me work very fast, without compromising on quality.