Francisco Segovia

Software Engineer (Android)

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PROFILE

Software Engineer focused on Android development with 5+ years of professional experience. I'm passionate about building high-quality products that reach millions of people, and I enjoy working across the whole product lifecycle, from shaping requirements and UX/UI to development and testing. I follow modern Android practices (Kotlin, Jetpack, Compose), collaborate well with cross-functional teams, and I stay current with how the Android ecosystem evolves.

EXPERIENCE

May 2026 —Present
Mexico City

Software Engineer II, Android, Sony Pictures (Crunchyroll)

- Designed parts of the architecture redesign initiative for the Video Player core library in Android.
- Integrated new user experiences as a part of the Video Player redesign initiative.
- Debugged and tracked Video Player related issues

Jul 2023 — Feb 2026
Mexico City

Software Engineer II, PayPal

- Led Android development using **Kotlin**, **Jetpack libraries**, **Retrofit** and **GraphQL** to deliver key features across the app.
- Redesigned and optimized the Profile page, reducing support friction and operational costs.
- Implemented Ads and Featured Product sections on the Home screen, seen by millions of users daily, enabling a new in-app revenue stream and boosting engagement.
- Added offers section in the shopping screen and improved in-app browser performance for better shopping conversion.
- Applied **MVVM** and **MVI** architectures and maintained a high standard of code coverage by creating unit, instrumented, and automated tests.
- Acted as Android tech lead on select initiatives and mentored developers on the team.

Jul 2021 — May 2023
Mexico City

Software Engineer In Testing (SDET), Cognizant

- Built and maintained automated tests for web applications using **Selenium** with Java and Kotlin.
- Used **Kotlin Coroutines and Flows** to modernize testing frameworks.
- Led an initiative to migrate test suites from Java to Kotlin, reducing test run times by 3x.
- Performed API testing with Postman and supported backend validation efforts.

Jun 2020 — Feb 2021
Mexico City

Associate Software Engineer - OEM, Omnitracs

- Integrated an OTA update system for the IVG product to enable remote firmware updates.
- Implemented native (**C++**) components via **Android NDK** and Java to interact directly with hardware.
- Developed tracking and error-handling features for telematics devices to improve reliability.

EDUCATION

Aug 2015 — Jun 2020
Mexico City

B.S Computer Science, Tecnológico de Monterrey (ITESM)

EXPERTISE

Android Development *Expert*	Jetpack Compose *Expert*
Kotlin *Expert*	MVVM *Expert*
Kotlin Coroutines & Flows *Expert*	Versioning with Git *Expert*
Automation tests *Expert*	MVI architecture *Experienced*
GraphQL *Experienced*	Rest APIs *Experienced*
Dependency Injection *Experienced*	Prompt Engineering *Experienced*
Java *Experienced*	Kotlin Multiplatform *Skillful*
UI & UX Design *Skillful*	Python *Skillful*

LANGUAGES

Spanish Native speaker **English** Fluent

PROJECTS

Aug 2026 - Nov 2026 **Groowl**, Personal App

- Meal and symptom tracker for better digestion.
- On device ML for classification using Tensorflow lite.
- Stack: Kotlin Multiplatform, Jetpack Compose, Room, Jetpack libraries, Flows, Coroutines, Firebase and Gemini.
- Used Ai Assisted coding with Claude.

Oct 2026 — Nov 2026 **Reservoir Earth Observation**, Personal Project

- Python project to estimate reservoir volume based on Satellite imagery.
- Stack: Python, Copernicus API, STAC

Jan 2022 — Nov 2024 **KoLearn**, Personal App

- Language learning app, initially built with XML and later migrated to Jetpack Compose.
- Stack: Kotlin, Room, Jetpack libraries, Flows, Coroutines, REST APIs, Firebase, Gemini and AI Kit.
- Hilt for dependency injection, Git for versioning.

Sep 2018 — Apr 2020 **Learnion**, Personal App

- Built using Kotlin, XML, MVVM, Room, Kotlin Flows and Coroutines.
- Firebase as backend with Functions, Analytics, Crashlytics, Firestore and Push Notifications.