

Kevin Javier Zambrano Valverde

Mobile Developer · Flutter · Kotlin · Swift · Backend and desktop

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PROFILE

Mobile developer with applications published on Google Play, and the backends and infrastructure behind them. I build products end to end: payment gateway integration, distributed systems with biometric hardware and cross-platform desktop applications. Used to gathering requirements directly with clients and to solving integrations where the documentation isn't enough.

PROFESSIONAL EXPERIENCE

iActiva Soluciones Informáticas S.A.S. — Software Developer

Aug 2024 – Jul 2026

Cuenca, Ecuador

Klanbarz — main product (mobile and desktop)

- **PayPhone payment integration.** Their native flow required exposing a callback endpoint we had nowhere to host, so I designed an alternative around temporary payment links: the app generates the transaction id on the device, opens the gateway in the browser and, on detecting the return through the Android lifecycle, queries the transaction status. **Result:** the product could charge through the country's most used payment method without owning any backend infrastructure.
- Obtained the real integration documentation by **reaching out directly to PayPhone's engineering team**, as the public documentation was not sufficient.
- Built the application in **native Android (Kotlin) and iOS (Swift)**, keeping feature parity across both platforms.
- Took part in the **migration to Flutter** to open the product to more businesses, unifying into a single codebase what had been two.
- Built the trainer desktop module in **Avalonia** (Windows, macOS and Linux), requested by clients: sending group or individual workouts and tracking member metrics and rankings.

Facial access control system

- Designed and built a **WPF** application centralising **six biometric readers located kilometres apart** into a single operator interface.
- Coordinated the definition of the REST API the solution depended on with the engineering team at **Lartizco** over several working sessions, against a backend that was being built in parallel.
- Resolved timezone drift between sites and memory pressure on low-spec hardware.
- Implemented **per-reader log recovery** so no attendance record was lost when synchronisation failed: designing for failure rather than against it.

Integrations, legacy systems and clients

- Integrated **Dahua** biometric devices and connected current processes with data from **FoxPro** systems, with no documentation or community to fall back on. Gathered requirements directly with clients and translated them into technical specifications.

OWN PROJECTS

Nivel 45 — published on Google Play

Flutter · FastAPI · PostgreSQL

- **Complete product built and deployed by me:** mobile app, my own Python/FastAPI API, PostgreSQL database, Ubuntu server with PM2 and exposure through Cloudflare, plus the website.

play.google.com/store/apps/details?id=com.ludussparkdev.nivel45

Domino Effect — published on Google Play

Unity · C#

- Game built entirely by me in two weeks, from the mechanics through to the store release.

play.google.com/store/apps/details?id=com.eflygames.dominoeffect

Streamer tools — Twitch Hover Chat and More Mur Mur

JavaScript · Avalonia/.NET

- An overlay that keeps chat visible over the game without capturing clicks, born from not having a second monitor; and local speech recognition that turns speech into animated, voiced dialogue.

TECHNICAL SKILLS

Mobile: Flutter/Dart, Kotlin, native Android, Swift

Backend and APIs: Python/FastAPI, C#/.NET, Node.js, REST, authentication, payment gateway integration

Desktop: WPF, Avalonia (Windows, macOS, Linux)

Data and infrastructure: PostgreSQL, MySQL, Git/GitHub, Docker, Ubuntu Server, PM2, Cloudflare, Postman. Also: JavaScript, React, Angular, PHP, Java, Unity

EDUCATION AND OTHER

Education: Advanced Technical Degree in Software Development — Instituto Superior Tecnológico del Azuay, Ecuador (Dec 2023)

Teaching: Introductory programming with Scratch for teenagers about to choose a university degree, and for children

Languages: Spanish (native) · English (professional working proficiency) · Japanese (basic)