

Brian Asael Noh Cocom

Full Stack Engineer | Android Developer

Kotlin • Android Native • Firebase • REST APIs • Full Stack Development

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Professional Summary

Software engineer with professional experience building Android applications, backend services, APIs, and modern web applications. Nearly 5 years of experience developing native Android applications using Kotlin, Firebase, Android SDK, and Play Store deployment workflows, including production releases, analytics, notifications, and long-term maintenance.

Experienced in REST API integrations, scalable software architecture, and performance optimization. Strong full-stack background across frontend and backend environments.

Core Expertise

Android Development	Kotlin, Android SDK, Firebase, Jetpack, Room, Play Store Console, Push Notifications, Analytics
Backend & APIs	REST APIs, HTTP Integrations, C#, .NET Core, Entity Framework, LINQ, SQL
Frontend Development	Vue 2/3, Nuxt 2/3, TypeScript, JavaScript, Tailwind CSS, Vuex, Pinia
Databases & Cloud	Firebase, MySQL, SQL Server, AWS, GraphQL
Development Workflow	Git, CI/CD, Agile, Production Debugging, SSR/SSG, Runtime Stabilization
Architecture & Quality	Refactoring, Legacy Code Optimization, Technical Documentation, SOLID Principles

Experience

Freelance Android Developer— AsaelTech Oct 2019 – Present

- Developed and maintained native Android applications using Kotlin, Firebase, Android SDK, and REST APIs.
- Published and maintained production Android applications on the Google Play Store.
- Released Himnario, a production application used by ~5,000 users.
- Implemented Firebase services including Analytics, Push Notifications, and cloud integrations.
- Built audio/MIDI-related functionality and maintained app lifecycle, releases, and production stability.
- Developed scalable local persistence solutions using Room Database.

Frontend Engineer (Contract) — SoldNest Oct 2024 – Present

- Delivered large-scale frontend migrations and stabilization efforts across multiple Vue/Nuxt applications and repositories.
- Resolved SSR/SSG failures, hydration mismatches, runtime blockers, and static generation issues.
- Led design-system migration and Figma parity implementation using Tailwind CSS and semantic design tokens.
- Built and stabilized production-ready features using GraphQL and reusable UI systems.

Full Stack Developer — Peopleware MX Nov 2019 – Oct 2024

- Developed and maintained backend services and APIs using C#, .NET Core, Entity Framework, LINQ, SQL, and AWS services.
- Created and maintained REST API integrations and optimized backend performance for production systems.
- Refactored legacy components and improved application maintainability and system performance.
- Collaborated across frontend and backend development, implementing secure authentication and responsive interfaces.

Selected Mobile Projects

“Himnario Visión de Gloria” App (Production — ~5k users)

- Developed and maintained a native Android application focused on hymn management and playback.
- Implemented Firebase integrations, local persistence, audio/MIDI functionality, and production updates.
- Managed Play Store releases and long-term application maintenance.

Repertoire App (In Development)

- Building an Android application for band repertoire management using Kotlin and Room Database.
- Implementing advanced filtering, metadata organization, and scalable domain-driven data structures.

Education

Bachelor’s Degree in Informatics Engineering— Universidad del Caribe **2013–2021**

Professional Technician-Bachelor in Computer Science — CONALEP Cancun II **2010–2013**

Additional Experience: Firebase, Android architecture, REST integrations, GraphQL, SQL optimization, SSR/SSG debugging, production stabilization, scalable frontend systems.