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Profile

Engineering Leader with 20+ years of experience delivering high-impact mobile solutions across global markets. Proven track record in building and scaling agile teams, defining architecture strategy, and leading CI/CD transformations. Known for aligning engineering excellence with product goals, driving innovation through clean design, data-informed decisions, and robust delivery pipelines. I am also a Rust enthusiast and I run the local and regional meet-up organisations, creating courses and sharing knowledge with the community.

Experience

Sr. Staff Engineer, Uala, Argentina – 2024-Present

Lead architectural decisions and engineering standards across all user-facing mobile applications. **Scaled the Design System adoption** by decentralising contribution workflows — empowering product teams and distributing ownership across the organisation. **Defined secure vendor integration patterns and SDK adoption policies** to reduce technical and compliance risk. Standardised and documented the release pipeline, enabling data-driven reporting per team and improved governance. Established mobile B2B technical standards to support partner collaboration and ensure product quality. **Facilitated cross-team collaboration** among mobile tech leads, enhancing alignment on shared modules and platform upgrades. **Introduced automation guardrails** (linting, coverage reporting) across all mobile repositories — enabling measurable quarterly improvements to code quality and engineering discipline.

Mobile Architect & Delivery Manager, Deloitte, London, UK – 2021-2023

Led mobile architecture strategy and delivery for large-scale public and private sector clients, focusing on innovation, scalability, and engineering excellence. Defined CI/CD pipelines, automated testing frameworks, and quality standards that elevated delivery velocity and consistency across multiple teams. **Modernised Nationwide UK's mobile apps**, transitioning from a deprecated hybrid solution to scalable native apps used daily by millions — delivered with zero disruption to product delivery or user experience. Played a key role in writing proposals and technical responses for government bids, including BBC and NHS. **Won the LTA account** by co-authoring the technical offer; led the roadmap, defined delivery phases, selected the full mobile squad, and bootstrapped the initial execution. Launched internal **Mobile Coffee Talks** — informal tech meet-ups that brought together engineers across disciplines, helping team members grow their presentation skills and confidence in technical leadership.

Key Clients: Nationwide UK, UK Department of Work & Pensions, Vodafone, WallStreet Online, BBC, NHS, LTA..

Engineering Lead, Soulpicks, Amsterdam, The Netherlands – 2019-2020

Defined the mobile architecture and developed a modern app with a clean, scalable, and reactive design. Implemented unit and integration testing frameworks alongside automated guardrails to ensure product stability and velocity. Applied S.O.L.I.D. principles to raise code quality and long-term maintainability. **Expanded tracking and analytics** to help inform

product decisions and align priorities with user behaviour and business goals. Enabled a culture of experimentation by supporting quick iteration cycles and data-informed product validation.

Lead iOS Engineer, Polarsteps, Amsterdam, The Netherlands – 2018-2019

Took over the iOS codebase to do a **progressive rebuild** using a reactive MVVM architecture. Designed and began the **migration from legacy Objective-C code** to Swift, improving maintainability and performance. Set up a CI/CD pipeline to automate builds, quality gates, and internal distribution to stakeholders. **Introduced unit testing practices** to guard core business logic and reduce regressions across the app lifecycle.

Lead iOS Engineer, Whim, San Francisco, USA – 2016-2018

Led development of two iOS applications in a lean 3-person team alongside the CEO and a backend engineer. Maintained a legacy Objective-C codebase while designing and implementing a modern Swift-based alternative. Collaborated on product definition, roadmap planning, and user experience decisions. Owned the full release lifecycle — including QA, App Store submission, and live issue triage. Balanced rapid iteration with long-term maintainability and platform migration.

Consulting, Private - Buenos Aires, Argentina – 2016-2016

Freelance consultancy in collaboration with highly skilled professionals to deliver mobile solutions.

Sr. iOS Engineer, We Heart It - San Francisco, USA – 2014-2015

Maintained and extended features in the company's flagship Objective-C application. Collaborated on the **migration to a modern Swift-based architecture**, improving scalability and code maintainability. **Integrated an A/B testing** framework using AWS, enabling targeted feature rollouts and data-informed product decisions. Worked closely with product and design teams to refine user experience while preserving platform stability.

Mobile Lead, Fansworld TV - Buenos Aires , Argentina – 2012-2013

Founded the mobile engineering function, initially working solo and later recruiting and onboarding the company's first dedicated mobile team. Defined RESTful APIs for backend services designed specifically to serve mobile clients. Collaborated with the UX team and conducted live user interviews to validate and refine product requirements. Promoted an iterative development cycle focused on rapid prototyping and early stakeholder feedback. Introduced agile practices, including Kanban boards, scrums, and sprints, alongside CI/CD processes to support high-quality delivery.

iOS Technical Lead, Globant - Buenos Aires , Argentina – 2010-2012

Led a team of 10 engineers in Argentina, collaborating with distributed teams in the US and India on mobile projects for high-profile clients. Delivered two iPhone and two iPad applications for **JP Morgan & Chase**, coordinating features, timelines, and quality expectations. Contributed to the **network protocol migration for FIFA 11** on PlayStation (EA Sports), working in C++ to enhance online gameplay stability. Balanced engineering leadership with hands-on development, mentoring junior developers while ensuring technical quality.

Sr C++ Engineer, Nektra - Buenos Aires , Argentina – 2005-2009

Developed low-level systems in **C++ and x86 Assembly** to support antivirus software in detecting malicious activity on Windows platforms. Engineered kernel-level interception frameworks for behavioural monitoring and integration with security vendor tools. Built frontend components using **C#**, and extended tooling via embedded **Python** scripting for

automation and extensibility. Delivered robust, extensible solutions used by security products to identify threats in real time with minimal system overhead.

Java Developer, NGD - Buenos Aires , Argentina – 2004–2005

Developed **mobile games using J2ME** frameworks for a wide range of feature phones in the pre-smartphone era. Built a **cross-platform SDK** to abstract device-specific behaviour, enabling more efficient development and deployment across multiple handsets. Contributed to titles published under major brands, including **Disney** and **GlobalFun**, focusing on gameplay mechanics and compatibility. Optimised code for performance and memory constraints to ensure smooth user experience on limited hardware.