

Hernán G. Gonzalez

me@hernan.rs

[linkedin.com/in/gonzalezhernan](https://www.linkedin.com/in/gonzalezhernan)

<https://hernan.rs>

Summary

Experienced Mobile Architect with over 20 years of expertise in leading mobile development teams, crafting scalable architectures, and driving innovative solutions. Proven track record of delivering high-quality mobile applications and providing technical leadership in both startup and corporate environments. Skilled in collaborating across diverse teams to translate business requirements into robust mobile solutions.

Experience

Principal Architect

Ualá

Mar 2024 - Present (4 months)

Lead the the solution architecture and engineering of all the company user-facing applications. Set up a strategy to scale in multiple countries and platforms, and look after best practices and standards that guarantee top quality.

Mobile Architect & Engineering Manager

Deloitte Digital

Jan 2021 - Dec 2023 (3 years)

- * Head the development of mobile strategies for large public and private organizations, focusing on scalability and innovation.
- * Led multiple engineering teams in designing and implementing scalable mobile architectures tailored to client requirements.
- * Established best practices for mobile development, including CI/CD pipelines, automated testing, and code quality standards.
- * Organised engineering meet-ups that provided technical guidance and mentorship to team members, fostering a culture of excellence and continuous improvement.
- * Contributed to company growth by managing careers, working on proposals, and helping define cost-effective strategies for the mobile deliveries.

Clients: Nationwide UK, UK Department of Work & Pensions, Vodafone, Wallstreet Online.

Mobile Architect & Engineering Lead

Soulpicks

May 2019 - Sep 2020 (1 year 5 months)

- * Defined a mobile architecture and built from scratch a modern application which included a reactive design and a clean and scalable architecture.
- * Reduced bugs and prevented crashes by including unit tests, and running regular regression checks, as well as integration tests between modules.
- * Encouraged S.O.L.I.D. principles among my peers. Expanded tracking and metrics to help define priorities with the Product Owner.



Lead iOS Engineer

Polarsteps

Mar 2018 - Apr 2019 (1 year 2 months)

- * Took ownership of the iOS application from the CTO and built a fresh UI for travelers using a reactive MVVM architecture.
- * Designed and started the migration of legacy Objective-C code to Swift;
- * Set up a CI/CD pipeline to automate quality distribution to stakeholders;
- * Started the engineering practice on writing unit tests to guard the business rules and prevent regressions.



Lead iOS Engineer

Whim

Apr 2016 - Feb 2018 (1 year 11 months)

- * Lead engineering of 2 mobile applications.
- * Maintained a legacy Objective-C application and designed a modern alternative with Swift.
- * Collaborated with CEO & Backend team to define an effective roadmap and feature set.
- * Managed release cycle and publishing.

Co-Founder

Dec 2015 - Feb 2018 (2 years 3 months)

Set up a consultancy with a group of highly skilled professionals to bring mobile solutions to business needs.

Sr. iOS Engineer

We Heart It (WHI)

Jan 2014 - Nov 2015 (1 year 11 months)

- * Extended features for the existing application.
- * Worked on the migration to a fresh new architecture from Objective-C to Swift
- * Integrated an AB feature management solution based on AWS that allowed controlled evaluation of new features with targeted audiences.



Mobile Lead

FansWorld TV

Aug 2012 - Dec 2013 (1 year 5 months)

- * Founded and recruited the mobile team.
- * Defined RESTful API for backend services dedicated to serve our mobile Apps.
- * Refined requirements with the UX team, including live interviews to test users.
- * Conformed a development cycle that focused not only on products but on prototyping and creating new experiences that stakeholders may evaluate before publishing.
- * Ensured high quality product by using a combination of Kanban boards, Agile scrums & sprints along with a Continuous Integration and a Continuous Deployment.



iOS Technical Lead

Globant

Aug 2010 - Aug 2012 (2 years 1 month)

Lead a team of 10 engineers in Argentina that worked remotely in coordination with teams on US & India to build two iPad and 2 iPhone applications for JP Morgan & Chase. Extended features and collaborated on a network protocol migration for the PlayStation version of Fifa 11 for EA Sports.



Senior C++ Developer

Globant

Aug 2010 - Apr 2011 (9 months)

Developed strong C++ solutions for EA FIFA Ultimate Team.

iPhone Developer (Freelance)

Self Employed

Jul 2009 - Apr 2011 (1 year 10 months)

iPhone OS Developer - Games, Applications.



C++ Developer

IBM

Sep 2009 - Jun 2010 (10 months)

C/C++, Networking, SQL, Oracle, Sockets, Linux.



Developer

Nektra

May 2005 - Jul 2009 (4 years 3 months)

Software Programmer in: C++ / C#

Technologies: Windows Internals / COM / Linux

Developer

NGD Studios / Global Fun Argentina

May 2004 - Jul 2005 (1 year 3 months)

Developed Mobile Applications and Frameworks

Education

Universidad CAECE

Lic., Computer Science

2005 - 2008

E.S.C. Carlos Pellegrini

Perito Mercantil, Highschool

1995 - 1999

Business

Licenses & Certifications





Reviews & Metrics for Software Improvements - Coursera

654RJDPWTSD8

 **Creating a Culture of Change** - LinkedIn
AZcDCnLX9HSIPLj-R9PB2EUAGs78

 **New Manager Foundations** - LinkedIn
AbVgOFRoVwHyhf9vlsE2hRhrw_Te

 **Agile Foundations** - LinkedIn
AeGomKa6KrpTjztw5V2fSeqxLqKq

 **Practical Solution Architecture** - Udemy
UC-633471-9fd1-4ba8-6061-63650acc9d41

 **Kanban Fundamentals** - Udemy
UC-05780cf9-7155-4351-bca1-99676d937bet

Skills

Problem Solving • Docker Products • Requirements Analysis • Playstation • Mobile Consulting • Start-up Leadership • A/B Testing • Data Analytics • Continuous Integration and Continuous Delivery (CI/CD) • Redis