Jorge Daniel Gonzalez Software Developer

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○ JorgeDaniel29

Professional Summary

I am a software developer specializing in Android with over 9 years of professional experience in the technology sector. I currently work as a Software Technical Lead at Mercado Libre, leading strategic initiatives within the Mercado Pago ecosystem.

I have a strong focus on software architecture, especially Clean Architecture and MVVM, combining technical excellence with leadership skills to guide teams, define quality standards, and optimize development processes. I handle modern tools like Kotlin, coroutines, Retrofit, Koin, Git, CI/CD, and practice agile methodologies.

I am passionate about building scalable, efficient solutions with a real impact on the user experience. I am constantly looking for challenges that allow me to continue growing professionally and add value to high-impact projects.

Professional Experience

Mercado Libre — Software Technical Lead / Sr Android Developer
May 2019 – Present

- Development and maintenance of features for the Mercado Pago checkout and other key libraries of the ecosystem (card art, card enrollment, security code encrypted, Payment link).

- Team technical leadership, architecture definition, mentoring, code review, and technical planning.

- Solid knowledge in clean architecture (MVVM, layer separation by responsibility, use cases), coroutines, Retrofit 2, Picasso, Koin and Service locator for dependency injection, android services, unit testing, CI/CD.

- Integrations with tools like Bugsnag for tracking bugs, Kibana for tracking backend logs, and Alation for business metrics.

IguanaFix — Android Developer
March 2018 – April 2019

- Development and maintenance of the IguanaFix customer app.

- Stack: Kotlin, RxJava, Retrofit 2, Firebase (Crashlytics, Analytics, Cloud-messaging), Room, ViewModel, Glide, Butter Knife, GoogleMaps API, Fresco, Picasso.

- Implementation of Android Architecture Components (LiveData, ViewModel, Room), MVVM pattern, and Material Design.

Fusap — Java Mobile Junior Programmer
April 2016 – February 2018

- Development of Android apps for private companies.

- Technologies: Firebase, GoogleMaps API, Volley, EventBus, Glide.

Codere Bingo — Electronics Technician
March 2015 – March 2016

- Maintenance, cleaning, and diagnosis of electronic gaming machines.

OSED Entidad Educativa — Customer Service
December 2011 – January 2014

- Customer service, sales, administration, opening and closing of the premises.

Freelancer — Electronics Technician
2008 – 2010

- Assembly and soldering of electronic boards at the request of private clients.

Education

Computer Science Engineering

- Universidad Nacional de La Matanza, Buenos Aires (2014 – 2019)

- Advanced university training in software development and systems architecture, completed up to the third year

   Electronics Technician

- E.E.T. Nº 8, Morón, Buenos Aires (2006 – 2010)

   Additional Certifications

- PC Repair and Assembly Technician (2010)

- Cell Phone Repair Technician (2010)

- Work Orientation and Induction Program (POI)

    - Computing
    - Occupational Training Project
    - Workplace Health and Safety
    - Labor Rights

Technical Skills

- **Programming Languages:** Kotlin, Java, C

- **Tools:** Git, Retrofit, Koin, Firebase, Room, Glide, Picasso

- **Methodologies:** Scrum, Clean Architecture, MVVM, CI/CD, Unit Testing

- **Soft Skills:** Effective Communication, Teamwork, Proactivity, Results-oriented

- **Languages:** Spanish (Native), English (Basic, in training)