Jorge Daniel Gonzalez Software Developer

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Professional Summary

I am a software developer specializing in Android with over 9 years of experience, currently working as a Software Technical Lead at Mercado Libre. I possess a comprehensive understanding of Android development lifecycles, frameworks, architecture components, mobile analytics, and agile methodologies.

I have a strong focus on software architecture, especially Clean Architecture and MVVM, combining technical excellence with leadership skills to guide teams and define quality standards. I am dedicated to implementing new technologies to produce scalable, maintainable, innovative, and robust applications within the Mercado Pago ecosystem.

As an enthusiast of computer science, algorithms, and programming, I continuously expand my knowledge through research, technical literature, and staying current with industry trends. I am passionate about building efficient solutions with real impact on user experience, constantly seeking challenges that drive professional growth 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)