Gustavo Gallegos

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CAREER OBJECTIVE

Results-oriented developer with in depth cross-functional experience in major Silicon Valley startups and a proven record building and shipping web experiences. Deeply interested in the intersection of technology and mindfulness.

EDUCATION

UNIVERSITY OF PENNSYLVANIA Philadelphia, PA

Bachelor of Science in Engineering Computer Science (Dec 1999)

SKILLS

- React (SPA and NextJS based), hooks, advanced patterns.
- · GraphQL (Apollo, URQL) client and server implementations.
- Javascript (ES6+), HTML.
- CSS, TailwindCSS, styled-components, emotion
- · Deep cross-functional knowledge, teamwork focused.
- Coaching, execution and agile process expert with proven record.
- · Self starter with entrepreneurial spirit.
- · Passion for continuous learning.
- Attention to detail/polish for crafting user experiences.
- Spanish Native/Bilingual

PATENTS

Distributed Testing for Computing Features (US Patent 7,823,138 B2) Currently in use at Microsoft Corp.

EXPERIENCE

MEANING, INC., Los Angeles, CA

Co-founder and CTO, Apr 2019 - Present

- Developer of Ponder, a modern hooks-based React client web application creating group blogs.
 The client included refreshable JWT authentication and real-time in-app messaging notifications through Urql GraphQL exchange and subscriptions respectively, optimistic updates, Slack-inspired private communities, unlimited image uploads and 1-1 commenting system for posts.
- Implemented a fully featured Apollo GraphQL server for Ponder and Ponder Blogs clients including JWT authentication resolvers and directives, Cypher directives and resolvers for Neo4j Aura graph database Integrated DigitalOcean Spaces (via AWS S3 SDK) for image storage, Sentry for exception reporting, Segment for analytics and PostMark for email notifications.
- Developed Ponder Blogs, a NextJS-based SSR/SSG destination site for group blogs published through the ponder client. Features included author-customizable layouts and color themes and instant availability of new content thanks to SSR and useSWR.

JAWBONE, San Francisco, CA

Engineering Program Manager, Jan 2013 - Apr 2019

- Designed and implemented the end to end product development process at Jawbone, for all health programs in all platforms (iOS, Web and android) for the UP, UP24 and Wellness platforms.
- Created and led a new Software Engineering Program Management organization, including a team
 of agile coaches that helped collectively launch over 25 major software versions powering 12
 major hardware launches for products used by over 12 million users.
- Continuously coordinated with VPs, Product Managers, Team leads and external partners to set and execute schedules and deliver on hard holiday-based deadlines.

Product Manager, Sep 2010 - Jan 2013

• Developed a five year plan and feature roadmap for the UP health platform. Drove the UP v1.0 iOS application effort from the investigation phase through planning, execution and worldwide launch. Personally managed the schedule and release of the first 27 sprints of the iOS and Web teams.

TOGERU (ACQUIRED BY JAWBONE), San Francisco, CA

Director of Product Management, Feb 2010 - Sep 2010

• Designed the prototype for a web-based healthcare portal and accompanying iOS app for sharing structured data (such as workout and nutrition plans) between health professionals and their clients. Prototype successfully resulting in an acquisition.

SLIDE, San Francisco, CA

Product Manager, Nov 2008 - Apr 2010

• Executed on the release of the common component game platform for three of Slide's top properties (Top Fish, SPP Ranch and SuperPocus) in a very tight schedule, then took a leadership role in the SuperPocus team directing product and strategy, metrics analysis and feature design. Grew the game into one of the top 10 fastest growing games on the Facebook Platform.

Director of Quality Assurance, Dec 2005 - Nov 2008

- Coached and supervised a team of over 70 QA and Automation engineers, shipping dozens of social media widgets across Facebook, Bebo, Hi5, Orkut and MySpace with over 140MM unique monthly users.
- Designed and implemented the company's software agile processes.

MICROSOFT, Redmond, WA

Software Design Engineer/Test, Mar 2000 - Nov 2005

 Designed and implemented a scalable distributed system for testing the Natural Language Group's features (including the Word grammar checker) using very large datasets. This increased the amount of data tested in a cycle by over 800% and reduced execution time by a factor of 10.
 Granted a patent alongside Carlos Arguelles for this system (US Patent 7,823,138 B2)

REFERENCES

References available upon request