

Jorge Andrés Díaz

Senior Mobile Engineer / Flutter Tech Lead

Relevant Experience

Senior Mobile Engineer (Contract) @ SoFi | Sep 2026 - Present

- Worked on high-impact fintech mobile flows, collaborating with product and design to deliver reliable experiences under strict quality and compliance constraints.
- Drove complex feature work involving multiple transfer cadences (one-time, recurring, autosave), aligning UX and implementation details across edge cases and failure scenarios.
- Strengthened delivery practices with spec-driven development and AI-assisted workflows to improve iteration speed while keeping code quality high.

Mobile Tech Lead @ Somnio Software | Mar 2025 - Sep 2026

- Led a greenfield mobile project from requirements discovery to production, translating PRDs into technical architecture, milestones, and delivery plans.
- Established mobile CI/CD and release operations (build, signing, distribution, environment management) and set up production monitoring for post-deploy control.
- Implemented automated end-to-end regression testing with Maestro and standardized quality gates to prevent regressions in critical user flows.
- Built a Slack-first engineering agent integrated with GitHub/Codemagic to trigger PR reviews, run pipelines, and execute automated test reports using documented project standards (Claude.md).
- Partnered with client and design to iterate quickly while maintaining clear acceptance criteria, risk management, and predictable delivery.

Technical Leader @ Storicard | Jan 2024 - Feb 2025

- Led end-to-end development of Storicard's Flutter super app, serving 1M+ users, and acted as the go-to Flutter expert across the company.
- Managed and mentored a team of 5 developers; increased throughput by 35% (from ~15 to ~21 story points per 2-week sprint) using AI-assisted, spec-driven workflows and consistent engineering standards.
- Led the re-architecture to introduce Flutter into an existing native codebase (add-to-app), enabling incremental migration without disrupting production stability.

Senior Mobile Engineer @ Parser | Jan 2023 - Dec 2023

- Implemented add-to-app to integrate Flutter as a module in both Android and iOS apps, enabling coexistence of native and Flutter screens and resolving cross-platform navigation challenges.

- Built Bash and Python automations to speed up development workflows (e.g., spinning up backend services in an in-house Kubernetes system and detecting duplicated image resources).
- Published technical writing on AI prompting, migration strategies (native to Flutter), and Flutter Flame for 2D game development.

Mobile Tech Lead @ Celerik / Jun 2021 - Dec 2022

- Built an Android app that collects data from GPS, BLE, NFC, accelerometer, and gyroscope to gather buses' location and surroundings context.
- Developed a Flutter language-learning app using Tinder-like flashcards and spaced repetition.
- Worked directly with international clients to clarify requirements, estimate budget, plan tasks, and present delivery progress.

Android Software Engineer @ Muni Tienda / Dec 2020 - Jun 2021

- Modernized navigation to Jetpack Navigation Component across 4 tabs and 10+ screens.
- Migrated reactive architecture from RxJava/LiveData to Coroutines and Flow/StateFlow/ShareFlow.
- Maintained and shipped features to an Android app with 1M+ users.

Cloud Software Engineer @ Superintendencia de Industria y Comercio (SIC) / Mar 2020 - Feb 2021

- Designed Azure cloud infrastructure for AI systems across dev/QA/prod environments.
- Implemented CI/CD pipelines using Terraform and Azure Pipelines for consistent deployments.
- Built Flask REST services, SQL DB integration, and a cache-aside strategy.

Android Software Engineer @ Bold SAS / May 2019 - Feb 2020

- Built a fintech Android app from scratch (BoldPay) and led a 2-person Android team.
- Implemented Bluetooth terminal connectivity and architected a shared codebase strategy across multiple payment terminals.

Android Software Engineer @ Transport Systems SAS / Aug 2018 - May 2019

- Optimized background services to reduce battery usage on devices.
- Improved indoor location accuracy in malls by 60% using k-means clustering and BLE sensing.

Skills

Languages: Dart, Kotlin, Java, Swift

Mobile: Flutter (BLoC/Provider/MVVM), Android (MVC/MVP/MVVM), Clean Architecture, SOLID, Platform Channels, background services, sensors, Maps SDK

Testing & Quality: Unit/UI/Integration tests, Maestro E2E, SonarQube, code review standards

DevOps & Delivery: GitHub Actions, Codemagic, Fastlane, Firebase App Distribution, Play Console, App Store Connect

Observability: Sentry, DataDog, Firebase/Crash reporting

AI Tooling: GitHub Copilot, Cursor/Windsurf, Claude Code, ChatGPT, OpenClaw, spec-driven development workflows

Product & Collaboration: Jira, agile (Scrum/Kanban), Figma, Miro

Education

Sergio Arboleda University — B.S. Systems and Telecommunications Engineering

Projects & Activities

- Created an Android Development Course for beginners.
- Programming competitions winner/participant: ACM/ICPC, IEEE, UNITEC, Sergio Arboleda University.
- Tech writing: AI prompting, native (Android/iOS) to Flutter migration, Flutter Flame for 2D games.

Other interests

Tennis, swimming, running, cycling