Jorge Andrés Díaz

Staff Mobile Engineer · Flutter, Android, iOS · Tech Lead

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SUMMARY

Mobile engineer with 8+ years shipping iOS and Android apps, 5+ in Flutter, from day-zero products to a fintech Flutter codebase with 15M+ members, 2M+ lines of code, 150+ contributors and weekly releases. Led mobile teams of up to 5 (throughput +35%), drove two native-to-Flutter add-to-app migrations without pausing releases, and built the CI/CD, E2E testing and monitoring behind them. Designs how teams work: spec-driven delivery with AI agents in the loop (Claude Code, Codex, MCP) that raised quality and speed at the same time. Remote with US teams since 2023; English and Spanish.

SELECTED IMPACT

- Scale: unified 4 money-transfer flows into one engine and led an 8-phase architecture migration in an app with 15M+ members.
- Risk: removed 17,302 lines of legacy feature-flag code with a staged, monitored kill-switch rollout.
- Leadership: 5-developer team, throughput +35%; 5 client apps shipped to both stores as tech lead.
- Platform: mobile CI/CD, Maestro E2E and release ops built from scratch; AI engineering agent on GitHub and Codemagic.

EXPERIENCE

Senior Mobile Engineer · Parser
Mar 2025 – Present

Remote · US fintech client

- Core engineer in the Money Movement domain of a US fintech's Flutter app: 15M+ members, 2M+ lines of code, 150+ contributors, 40,000+ automated tests and weekly releases to the App Store and Google Play.
- Unified 4 duplicated transfer flows (one-time, recurring, AutoSave, AutoInvest) into one shared Money Movement engine, removing divergent logic and cadence-specific bugs.
- Led the 8-phase migration of Transfers to the app's new modular, package-based architecture; built a reusable migration skill that turns legacy-vs-new parity gaps into tracked engineering work.
- Removed 17,302 lines of legacy feature-flag code and owned the kill-switch rollout: staged ramps, side-by-side Datadog monitoring and an instant rollback path.
- Shipped P1 and reliability fixes across account linking (Plaid), zero-balance internal transfers and instant-transfer (FedNow) hold logic; spec-driven, AI-assisted delivery (Claude Code, Codex) under fintech compliance constraints.

Technical Leader · Storicard
Mar 2024 – Feb 2025

Remote

- Led end-to-end development of Stori's Flutter super app for Colombia (1M+ users); go-to Flutter expert across the company.
- Managed and mentored 5 developers; raised throughput 35% (~15 to ~21 story points per 2-week sprint) with spec-driven, AI-assisted workflows and consistent engineering standards.
- Led the add-to-app re-architecture to bring Flutter into the existing native codebase, enabling incremental migration without disrupting production.
- Built a Slack-first engineering agent on GitHub and Codemagic that triggers PR reviews, pipelines and test reports from documented project standards (CLAUDE.md); owned delivery with backend, web and design: PRDs into architecture, milestones and release plans.

Senior Mobile Engineer · Parser
Jan 2023 – Mar 2024

Remote

- Integrated Flutter into a US fintech's native Android and iOS apps via add-to-app, so native and Flutter screens coexist; solved cross-platform navigation between native stacks and Flutter routes.
- Led a greenfield mobile project from requirements discovery to production, translating PRDs into architecture, milestones and delivery plans; 5 client apps shipped to the App Store and Google Play.
- Established mobile CI/CD and release operations (build, signing, distribution, environment management) with production monitoring, and automated E2E regression with Maestro behind quality gates.
- Built Bash and Python automations for development workflows on an in-house Kubernetes platform (service spin-up, duplicated-asset detection).

Mobile Tech Lead · Celerik
Jun 2021 – Dec 2022

Colombia · international clients

- Led a 3-person team building one native Android app and two Flutter apps from scratch for international clients.
- Built an Android (Kotlin) app that fuses GPS, BLE, NFC, accelerometer and gyroscope data to track bus-fleet location and surroundings context.

- Developed a Flutter language-learning app with swipe-based flashcards and spaced repetition, leading 1 Flutter and 1 backend developer; worked directly with clients on requirements, estimates and delivery reporting.

Android Software Engineer · **Muni Tienda** **Dec 2020 – Jun 2021**

Bogotá, Colombia

- Owned the shopping cart and checkout flows of an on-demand delivery app with 1M+ users: Clean Architecture, Room, local caching and server-driven UI.
- Modernized navigation to Jetpack Navigation Component (4 tabs, 10+ screens) and migrated the reactive layer from RxJava/RxKotlin and LiveData to Coroutines and Flow/StateFlow/SharedFlow.

Cloud Software Engineer · **Universidad Sergio Arboleda (SIC project)** **Mar 2020 – Feb 2021**

Bogotá, Colombia

- Led DevOps for ML systems (logo-plagiarism detection for Colombia's competition regulator, SIC) on Azure: AKS, Azure DevOps CI/CD, Terraform and Service Bus across dev, QA and prod; built Flask REST services and a Kotlin-first Android app with QR scanning.

Android Software Engineer · **Bold** **May 2019 – Feb 2020**

Bogotá, Colombia

- Built the BoldPay payments app from day zero and led the 2-person mobile architecture team (Kotlin/Java interop, MVP to MVVM).
- Implemented Bluetooth payment-terminal connectivity (Strategy pattern, one codebase for multiple terminal models) under banking and PCI-aligned security requirements and OWASP Mobile practices; set up Appium automation and store publishing.

Android Software Engineer · **Transport Systems** **Aug 2018 – May 2019**

Bogotá, Colombia

- Designed an indoor-location system for malls with k-means clustering and BLE sensing, improving accuracy by 60%.
- Built geofencing (Maps SDK), battery-optimized background jobs and a GraphQL client for the Offrie deals app; led a UI redesign with a design system, UI tokens and dark mode.

SIDE PROJECTS

Stack Stitch · Lead Engineer (side project) · stackstitch.dev **2026 – Present**

- Notification-first work-context assistant for engineers, built on Tauri 2 (React + Vite UI, Rust shell) from a single codebase for desktop (macOS, Linux, Windows), mobile (iOS, Android) and web (Firebase Hosting); author of ~60% of the repo's 1,400+ commits.
- Multi-service TypeScript backend (Fastify, MongoDB as canonical state, Qdrant vector index) with connector services for Slack, GitHub, Jira and call recordings; event-driven RAG pipeline: artifact ingestion, chunking and embeddings, relevance gates, then a structured LLM agent that emits source-cited notifications.
- Native sidecars in Swift and Rust (mic detection, screen OCR) over a JSON-lines protocol; Google sign-in with deep-link callback; OpenRouter LLM layer with local or hosted embeddings; eval suites for the ingestion and notification pipelines; read-only MCP server; Pulumi on DigitalOcean; CI releases for macOS and backend.

SKILLS

Languages: Dart, Kotlin, Java, Swift, Python, Bash, TypeScript

Mobile: Flutter (BLoC, Riverpod, Provider), Android (Jetpack, Coroutines/Flow, MVVM/MVI), iOS (Swift), add-to-app, Platform Channels, Clean Architecture, modular package-based monorepos, server-driven UI, background services, BLE/NFC, sensors, Maps SDK

APIs & data: REST, GraphQL, Room, local caching, Plaid integration

Quality: Unit, widget and integration tests; Maestro and Appium E2E; SonarQube; quality gates in CI; code review standards

Delivery: GitHub Actions, Codemagic, Fastlane, Firebase App Distribution, Play Console, App Store Connect, feature flags, staged rollouts, kill switches

Observability: Datadog, Sentry, Firebase Crashlytics and Performance

Backend & cloud: Node/Fastify, MongoDB, Qdrant, Docker Compose, Pulumi, DigitalOcean, Azure (AKS, DevOps, Service Bus), Kubernetes, Terraform, Flask, SQL; Tauri 2 desktop, mobile and web (React, Rust)

AI engineering: Claude Code, Codex, Cursor/Windsurf, GitHub Copilot, MCP servers, spec-driven development, agent harnesses, context engineering and guardrails

Ways of working: Jira, Scrum/Kanban, Figma, Miro; PRDs to architecture, estimates and risk; mentoring

EDUCATION, OPEN SOURCE AND COMMUNITY

B.S. Systems and Telecommunications Engineering, Universidad Sergio Arboleda

- Open source and writing: clockify-mcp, an MCP server exposing 83 tools over the Clockify API (TypeScript); "When to migrate a native app to Flutter?" (Medium).
- Teaching and contests: Android Development Course for beginners; ACM-ICPC, IEEE and UNITEC programming contests.