

Eduardo Gonzalez Gonzalez

Mobile, Backend & Cloud Platform Architecture

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Summary

Technology leader and hands-on engineer who builds consumer mobile products, distributed backend platforms, and cloud-native infrastructure end to end. Co-founder and **CTO** of a consumer social platform, accountable for technical strategy, architecture, and delivery across mobile, backend, web, and developer tooling. Deep expertise in clean and **hexagonal** architecture, **event-driven** design, DevOps automation, and high-quality engineering practice.

Experience

***Co-Founder* & Chief Technology Officer**, Socialler – Remote Mar 2023 – present

- Own end-to-end technical strategy and delivery of a consumer social platform spanning mobile, backend services, web, and infrastructure.
- Define and execute the technical roadmap, balancing product velocity, platform quality, and long-term maintainability.
- Design and ship the native mobile experience for iOS and Android, including the design system and architectural conventions.
- Architect a polyglot backend in Python, Go, and Node.js, organized around **hexagonal** boundaries and **event-driven** messaging.
- Stand up the identity and API-gateway layer on standard OIDC, decoupling authentication from individual services.
- Establish end-to-end observability with distributed tracing, metrics, and dashboards alongside managed container deployments.
- Introduce a schema-first contract system that auto-generates type-safe client packages across languages, eliminating contract drift.
- Author shared service boilerplates and authentication libraries to standardize delivery and reduce onboarding time.
- Shape engineering culture through conventional commits, branch-based code review, and repo-tracked quality gates in CI.

Full-Stack Developer — MLS & AI, RealtyCandy – St. George, UT Feb 2026 – Apr 2026

- Built a Multiple Listing Service (MLS) web application on a Vue and Laravel stack for listing ingestion and broker workflows.
- Designed and shipped an AI assistant embedded in the product through a Model Context Protocol (**MCP**) server.
- Implemented the **MCP** integration layer that bridges proprietary MLS data sources with the assistant's tool-calling interface.

Software Developer, Fital – Remote Mar 2025 – Feb 2026

- Architected a blockchain-based asset-tokenization platform on NestJS and Solana, covering custody flows and on-chain settlement.
- Built CI/CD pipelines and infrastructure automation that reduced deployment friction for the engineering team.
- Integrated secure machine-to-machine authentication via Auth0, replacing ad-hoc service credentials.
- Automated internal operations with n8n and Make.com, improving operational efficiency by roughly 40%.

Software Developer, Almalcl – Remote

Mar 2025 – June 2025

- Designed and shipped **event-driven** microservices on NestJS and RabbitMQ for container logistics and billing.
- Applied domain-driven design to model service boundaries around real-world warehousing operations.

Lead Software Engineer, Sprayl – Remote

Aug 2024 – June 2025

- Led delivery of B2C mobile applications on Flutter and React Native, integrating Firebase auth, analytics, and realtime database.
- Managed GitOps workflows with Helm charts and Kubernetes deployments across staging and production.
- Instituted agile delivery metrics that improved engineering velocity and release predictability.

Full-Stack Developer, Felovi S.A. de C.V. – Guanajuato, Mexico

Dec 2021 – June 2024

- Built monitoring platforms for government agencies, including Japami and Sapal.
- Migrated legacy CodeIgniter systems to Laravel and PostgreSQL, improving maintainability and performance.

Projects

Prismashare Monorepo Template

Open-source full-stack monorepo template that shares a Prisma schema across services.

- Built on Turborepo and pnpm workspaces with a shared Prisma ORM schema across Next.js and NestJS.
- Delivered type-safe database access and a modular package architecture for production teams.

edglz.cloud

Personal portfolio site showcasing architecture, infrastructure, and platform work.

Education

Universidad del Valle de México (UVM), BSc in Software Engineering – Mexico

Instituto Tecnológico Superior de Irapuato (ITESI), Coursework in Computer Systems Engineering – Mexico

Skills

Languages: Go, TypeScript, Python, Dart, JavaScript, PHP, Kotlin

Mobile: Flutter, React Native, native iOS / Android integration

Backend: FastAPI, NestJS, Go (chi, pgx), Node.js, Laravel, GraphQL, REST, WebSockets

Frontend: Next.js, React, SvelteKit, Vue, Angular, Tailwind

AI & LLM Tooling: Model Context Protocol (MCP) servers, LLM tool-calling, retrieval-augmented assistants

Cloud & DevOps: AWS (Lambda, API Gateway, S3, CloudFront), Docker, Kubernetes (Helm), Terraform, GitHub Actions, GitOps

Databases: PostgreSQL, MongoDB, Redis, MySQL, Firebase, DynamoDB

Architecture: Clean & Hexagonal Architecture, Domain-Driven Design, Event-Driven Systems, Microservices

Spoken Languages: Spanish (native), English (B1 — technical proficiency)

Certifications

- IBM Certified Professional — Software / Data Engineering
- Google Certified Professional — Software / Data Engineering

Interests

- Mobile architecture and design systems
- Distributed and **event-driven** backend systems
- Developer experience and engineering quality
- Cloud infrastructure and DevOps automation
- Open-source development