EDUARDO **ARENAS**

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ABOUT

I'm an experienced software engineer and people manager with a passion for iOS development. I also have firsthand experience in backend, frontend, and Android developement, as well as operations and cloud infrastructure. Currently working as Engineering Director at GameChanger Media.

SKILLS

iOS • Swift • Objective-C • C
Node.js • Typescript • Python • C#
SQL • Postgres • MongoDB • Redis
Docker • AWS • Terraform • Git
Android • Kotlin • Java
Web • Javascript • HTML • CSS

EDUCATION

Universidad de los Andes – 2013

BSc Systems and Computing Engineering, cum laude

BSc Business Management, cum laude

LANGUAGES

English – Full Professional
Spanish – Native

EXPERIENCE

GameChanger Media – NYC

Engineering Director
May 2019 – Present

Responsible for the Platform, Data Engineering, and Athlete Experience teams. Coaching engineers reporting directly to me as well as other managers. Led a project to migrate a MongoDB database from self hosted to cloud with minimal customer disruption, implemented a number of cost efficiency measures, and measurably improved the reliability, performance, and security of the backend.

MongoDB • PostgreSQL • Redis • AWS • Docker • Terraform • Node.js • TypeScript

Engineering Manager
June 2016 – May 2019

Hands on technical and people manager for product teams focused on mobile app development. Contributed to technical roadmap and architecture, oversaw the software development process, acted as hiring manager for a number of roles, and coached other engineers in the company. Shipped several features including a redesigned baseball game stream, auto generated audio for baseball games, and auto renewing subscriptions. These features directly contributed to strong revenue growth over several years.

iOS • Swift • SpriteKit • StoreKit • AVFoundation • Android • Kotlin • Python

Software Engineer
March 2014 – June 2016

Joined the mobile team to work on the GameChanger iOS application. After the company changed to a full stack team structure the role expanded to include backend and website work. During this time I helped improve the scorekeeping, stats, and team management products for baseball, softball, and basketball.

iOS • Objective-C • Swift • Python • Django • CoffeeScript • MongoDB

Mareigua LTD – Bogotá, Colombia

Development Engineer
June 2012 – December 2013

Built an iOS application from scratch for Wikibanco, a private sector initiative to improve decision making in personal finance in Colombia through social networks and technology. Developed new features for the Android and Windows Phone versions as well as the website.

iOS • Objective-C • Android • Java • Windows Phone • C# • .Net • HTML • JavaScript

Universidad de los Andes – Bogotá, Colombia

Contractor
August 2011 – November 2011

Worked on a joint project between the university and Fondo de Prevención Vial, a government organization that aims to reduce traffic accidents in Colombia. We used geographical information systems and machine learning to create maps that can be used to identify risk levels in the country's roads.

Java EE • ArcGIS • MATLAB • SOAP

Software Developer
November 2010 – May 2011

Built an iOS application for the "Context Aware Mobile Platform" project, which aimed to create a dynamic mobile UI framework for small businesses to offer relevant services to students based on context variables.

iOS • Objective-C • C • SOAP • CoreLocation • MapKit • OpenSSL

Contractor
June 2010 – August 2010

Assisted the enterprise architecture definition and implementation for a fictional bank created for research purposes, including business processes and systems integration.

Java EE • IBM WebSphere • ETL • SOA • Bizagi