

Diego Bonilla - Senior Full-Stack

📍 London, UK 📞 +44 (0) 74 1748 1385 ✉ dieghobonilla@gmail.com

[🌐 LinkedIn](#) · [🌐 Github](#) · [🌐 Portfolio](#)

💡 Summary

Senior Software Engineer with over a decade of experience architecting highly scalable applications and leading cross-functional engineering teams. Expertise in full-stack web infrastructure (Next.js, Node.js, TypeScript, PostgreSQL) and deep system optimization for resource-constrained environments. Proven track record of delivering robust technical solutions as a B2B contractor for global enterprise clients, including Google, UBS, FIFA, OralB, BBC, DHL, etc. Specialized in solving complex architectural bottlenecks, from achieving massive memory optimizations on mobile platforms to engineering custom 3D web renderers processing high-density data. Focused on delivery, clean architecture, and performance optimization.

🔧 Tech Stack

- **Languages:** TypeScript, JavaScript, C#, SQL.
- **Frontend & Graphics:** Next.js, React, Three.js, WebGL, System Profiling.
- **Backend & Data:** Node.js, PostgreSQL, API Integration (Stripe, WhatsApp Business), REST/GraphQL.
- **Architecture & Operations:** System Architecture, CI/CD Automation, Git Workflows, Clean Code, Agile Methodologies.

👛 Professional Experience

TokenLand LTD - *Senior Full-Stack Engineer / Director*

📍 London, UK (Remote) · Aug 2023 – present

Architecting and developing robust SaaS products, scalable data infrastructures, and bespoke technical solutions under an independent UK-based engineering consultancy.

- **Residencial Plus (PropTech):** Evaluated pixel streaming architectures before engineering a custom 3D web renderer using raw Three.js. Bypassed standard wrappers to overcome severe performance bottlenecks, achieving optimal frame rates for high-density Gaussian Splats and photorealistic point clouds.
- **Kilometra (Fleet Management):** Architected a full-stack Next.js and PostgreSQL platform for enterprise fleets (1,000+ units). Engineered a WhatsApp Business API integration enabling drivers to log real-time maintenance and fuel events, and implemented Stripe API for automated B2B onboarding.
- **ChatBack (FinTech/Retail):** Designed a scalable digital loyalty architecture capable of supporting 3,600+ physical branches. Architected a rigorous, normalized SQL ledger optimized for financial auditability, managing virtual balances and micro-credit profiling based on transactional data.

Boom.tv – *Lead Software Engineer (Contractor)*

📍 Los Angeles, California, USA (Remote) · Apr 2022 – Aug 2023

- Led a cross-functional engineering team of 6 developers across three time zones, championing strict DevOps practices, CI/CD automation, and standardized Git workflows.
- Restructured the core legacy application architecture, systematically reducing technical debt and breaking down complex structural goals into actionable development sprints.
- Spearheaded deep system profiling to resolve critical hardware constraints, successfully reducing memory consumption by 25% and eliminating severe device overheating issues for real-time multiplayer interactions.

Quell – *Senior Software Engineer*

📍 London, UK (Hybrid) · Feb 2021 – Mar 2022

- Architected modular, state-driven software systems utilizing Finite State Machines (FSM) in C#, focusing on complex algorithmic problem-solving and spatial data processing.
- Led the integration of custom hardware telemetry with core application logic, ensuring low-latency data synchronization and robust system stability.
- Championed engineering best practices across the development lifecycle, enforcing Clean Code principles, rigorous code reviews, and comprehensive technical documentation.

SYBO (Contractor for Google & SYBO) - Senior Software Engineer

📍 London, UK (Remote) · 2020–2021

- B2B contractor engaged via a Hong Kong-based partner to architect "Mark.app", an exclusive experimental social network developed jointly by SYBO and Google.
- Engineered the core application logic and deployment pipelines for iOS and Android, ensuring robust cross-platform stability.
- Integrated Google Cloud API services, managing real-time cloud data synchronization for persistent, multi-user spatial experiences.
- Spearheaded rigorous memory profiling, performance optimization, and strict resource management for mobile environments.

Enterprise B2B Consulting – Senior Software *Engineer*

📍 London, UK (Remote)

- **European Space Agency (ESA):** Developed a spatial computing application to visualize and simulate 5G network telemetry and smart city connectivity data.
- **UBS:** Engineered secure, cross-platform financial data visualization tools across iOS, Windows, and spatial devices to process complex financial training datasets.
- **LocationXR & WeWork:** Contracted to architect and scale multiple interactive applications, utilizing strict object-oriented principles to integrate hardware tracking with stable backend application logic.

Happy Finish – *Senior Software Engineer / Technical Lead*

📍 London, UK (On-site) Apr 2015 – Aug 2019

- Led the architectural design and development of large-scale, award-winning applications for global enterprise clients, including FIFA, Oral-B, DHL, and the BBC.
- Transitioned from individual contributor to technical lead, managing a team of 3 developers and architecting modular, cross-platform solutions with scalable C# codebases.
- Spearheaded deep performance profiling and strict memory optimization, dramatically reducing computational overhead for resource-constrained mobile and spatial computing environments.
- Collaborated tightly with project managers and stakeholders to translate complex enterprise requirements into actionable technical roadmaps and reliable software deliveries.

Earlier Roles

- **InMedia Studio**, Madrid – *Software Engineer (Tooling)*
- **U-tad**, Madrid – *C++ Software Engineer*
- **VerdeLimon**, Barcelona – Full-Stack Engineer

🎓 Education

Master's in Game Programming (C++)

University Camilo José Cela – Madrid, Spain (2013–2014)