



PEDRO PIÑERA BUENDÍA

SENIOR STAFF SOFTWARE ENGINEER ☎ +491734970760

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◦ LINKS ◦

[Twitter](#)

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◦ SKILLS ◦

CSS

Git

Node.js

HTML & CSS

JavaScript

Swift

Ruby

Typescript

React Native

React

Rails

Rust

Elixir

◦ LANGUAGES ◦

Spanish

English

👤 PROFILE

I'm a staff software engineer with passion a passion for open-source and developer tooling. I enjoy providing developers with the tools and workflows they need to do their best job. I'm versatile, curious, and an extrovert person. I value openness and trust and enjoy spending time with people.

I am a firm believer in simple software that sparks joy when using and contributing to it.

📁 EMPLOYMENT HISTORY

Senior Staff Software Developer in the CLI Foundations team at Shopify, Berlin

September 2022 — May 2023

I drove the decision to implement a new CLI for Shopify and led the technical design and implementation. I took the opportunity to lay out a new foundation on which the company could implement consistent and delightful developer experiences for the terminal. Much of my work involves working with leadership to bring visibility to problems, socialize potential solutions, and evangelize the importance of having a product mindset when delivering new features.

Staff Software Developer in the Development Lifecycle team at Shopify, Berlin

July 2020 — September 2022

During my team as a people manager, I realized what brings me the most joy is working with people through the process of solving challenging problems. This is in fact what I like about working on my open-source project too, Tuist. Therefore, I transitioned to an individual contributor as a Staff Production Engineer to work on Shopify CLI that third-party developers use to build for the platform. I envisioned a more streamlined and opinionated experience to build for the platform and put an execution plan that the team started executing on. As part of this role, I mentor the people in my team and align all internal contributors with a shared foundation of patterns and best practices to ensure we deliver the best developer experience.

Engineering Manager of the React Native Foundation and Mobile Tooling teams at Shopify, Berlin

August 2019 — July 2020

At Shopify, I had the opportunity to manage the Mobile Tooling team. Soon after the adoption of React Native as our default technology for building mobile apps, I bootstrapped another team, React Native Foundations, for defining company-wide best practices and patterns, and building reusable React Native packages. I worked on people's careers, defined the team's roadmap, and ensure it aligned with the company's needs.

Senior Production Engineer in Mobile Tooling at Shopify, Berlin

January 2018 — August 2019

I worked as a senior production engineer in the mobile tooling team. We built services and infrastructure for mobile teams to build their workflows upon. During this time, we built tools like Shipit Mobile, for coordinating releases to the mobile stores, Mobile Tophat, to streamline the process of testing apps internally, and CI infrastructure for running macOS-based builds on CI.

Core iOS Engineer at SoundCloud, Berlin

October 2015 — August 2019

SoundCloud is an online audio distribution platform based in Berlin, Germany, that enables its users to upload, record, promote, and share their originally-created sounds.

At SoundCloud, working in the core clients team, my main tasks and responsibilities as iOS Core engineer were:

- Support other teams by building tools and components that facilitate their work.
- Improve processes and tools to allow the project scale seamlessly.
- Be part of the hiring process and the onboarding of new engineers.

I also gave a few talks at different conferences about how we work at SoundCloud and build features for users.

iOS/Android Engineer at 8fit, Berlin

June 2014 — June 2015

8fit helps you build healthy habits for life with simple, made-for-you solutions that embrace your differences, your struggles, and your successes – all that makes us human.

I joined the company when it was taking its first steps. I set up the project for iOS and Android and led its evolution. Some responsibilities that I had were:

- Develop native features for both, iOS and Android that were used from a Javascript frontend.
- Automate processes such as the release's.
- Leverage new platform features to integrate the product with them.
- Make decisions around the project architecture.

iOS Engineer at Redbooth, Inc., Barcelona

June 2013 — June 2014

Redbooth (formerly Teambox) is a web-based and on-premises workplace collaboration tool and communication platform.

I joined the company as a junior iOS developer and took the opportunity to grow professionally and learn about the industry standards and processes. I worked in the following areas:

- Develop the platform iOS client in Objective-C.
- Participate in iOS decisions.
- Develop a chat for the iOS client.

★ OPEN SOURCE PROJECTS

Tuist

June 2017 — Present

I started building Tuist out of frustration from using Xcode in large projects. Tuist is an open-source tool that conceptually compresses the intricacies of Xcode projects by providing developers with an interface to describe their projects and a set of optimized workflows. I designed and built the foundation of the project, gathered a community of maintainers, users and contributors around it, and made it a valuable project for many organizations these days.