

Hassan Uriostegui

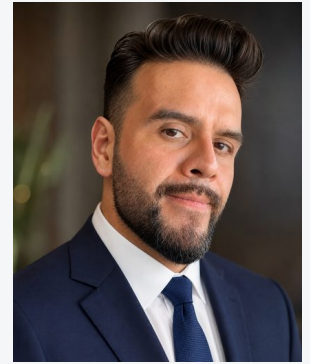
AI-Native Principal / Founding Engineer | Agentic Systems, Mobile & Consumer Platforms

Dual U.S. / Mexican Citizen | Los Angeles / Mexico City

Recognition: [U.S. EB-1A Extraordinary Ability in Computer Science / Software Engineering](#)

Featured / Cited: [WWDC14 recognition](#) · [U.S. House / White House AI Task Force cited essay](#) · [Global Media Coverage](#)
[hassanuriostegui.com](#) | [github.com/hassanvfx](#) | [linkedin.com/in/bensabbah](#)

+X XXX XXXXXXX hassan.uriostegui@gmail.com



EXECUTIVE PROFILE

Principal engineer and former founder / CTO building AI-native systems across agentic software, consumer product, real-time infrastructure, and mobile computing. I turn LLMs, retrieval, multimodal models, tool-using agents, and generative workflows into production systems with measurable outcomes, spanning 0→1 product creation, high-scale consumer apps, deep iOS/media systems, growth infrastructure, and technical leadership.

EB-1A EXTRAORDINARY ABILITY

Recognition period: 2003-2018. EB-1A is the U.S. extraordinary-ability classification for individuals who have risen to the **small percentage at the very top of their field**. My case recognized a sustained body of professional achievement across this 15-year period and was supported through **six evidentiary dimensions: judging the work of others, high compensation, published material / global media coverage, leading or critical roles, original contributions**, and strong **peer / expert support**. It anchors a long-term record of distinction spanning mobile software, product innovation, entrepreneurship, and the foundation for my later AI-systems work.

SIGNATURE WINS

Selected impact:

- **4x paid-conversion uplift** in ~2 weeks at Jabali
- Products at **40M+ registered-user scale** (Viddy)
- Co-raised **\$6M+** and led FlyrTV through acquisition by Pond5
- **Featured by Apple at WWDC14** for **Ultrakam**, highlighting the app's remote-control / nearby-networking workflow as part of Apple's developer showcase
- Open-source AI systems + **U.S. House AI citation**
- **Profiled by Authority Magazine** on AI ethics, digital empathy, human-AI interaction, and Waken AI
- Featured across [Forbes](#), [Engadget](#), [The Next Web](#), [TechCrunch](#), [Cybernews](#), [HuffPost UK](#) and [more](#)

AI & ENGINEERING CORE

Agentic AI / GenAI: multi-model orchestration, RAG, retrieval pipelines, context engineering, MCP, tool use, prompt systems, autonomous workflows, LLM application architecture, generative content pipelines, OpenAI, Claude, Gemini, Codex **Mobile:** Swift, SwiftUI, UIKit, Combine, ARKit, WebKit, MVVM, Fastlane, real-time media **Web / Backend:** React, TypeScript, JavaScript, Python, Flask, Node.js, REST, WebSockets, Celery **Cloud / Data:** AWS, PostgreSQL, Redis, CI/CD, GitHub Actions, distributed systems, observability **Leadership:** system design, platform architecture, technical strategy, reliability, scalability, mentoring, roadmap ownership, 0→1 **Growth:** RevenueCat, AppsFlyer, Mixpanel, Sentry, OneSignal, subscriptions, attribution, monetization

SELECTED EXPERIENCE

Jabali AI - Principal Engineer (*Backed by [Bitkraft](#), Raised \$5M*)

February 2025 - July 2026 | Fulltime Remote | [jabali.ai](#)

- Led product and systems architecture for [FriendJam for Android / iOS](#), an AI-native platform where users generated, remixed, chatted with, and played interactive games from natural-language intent.
- Architected the cross-platform runtime across Web, iOS, and Android using React, SwiftUI/UIKit, WebViews/native bridges, REST APIs, and persistent real-time WebSocket sessions.
- Built agent-driven generation pipelines that transformed user intent into playable experiences by orchestrating code, content, game state, reusable primitives, and AI-generated assets across 1K+ templates.
- Owned critical 0→1 systems including AI game creation, playable AI characters, creator flows, instant publishing, discovery, social sharing, authentication, push, and mobile lifecycle architecture.
- Increased paid conversion approximately 4x within two weeks by rebuilding subscription, attribution, and analytics infrastructure with RevenueCat, AppsFlyer, and Mixpanel.
- Developed an AI-first engineering workflow around [CLINEFLOW](#) to preserve architectural context, ground agent changes against real call sites, and make large-codebase evolution auditable rather than purely prompt-driven.

Waken AI - Principal Engineer / Founder, BTwin AI Friends

April 2023 - February 2025 | Fulltime Remote | [btwinai.com](#)

- Architected a production conversational-AI platform combining multi-model orchestration, persistent memory, behavioral context, real-time interaction, and asynchronous workflows across Python, Flask, and Celery.
- Built an adaptive AI harness integrating OpenAI, Gemini, and Claude to synthesize conversational behavior, psychometric signals, and relationship context into persistent simulated personas.
- Developed the native SwiftUI iOS experience and owned the full stack across AI orchestration, backend APIs, state, subscriptions, analytics, and retention loops.
- Validated direct-to-consumer monetization at ~10% paid conversion to a \$9.99 weekly plan, approximately \$1 acquisition cost, and ~\$16 lifetime value during focused acquisition tests.
- Published production-validated AI character research and product thinking, with independent coverage from [Cybernews](#) and [Authority Magazine](#).

SELECTED EXPERIENCE

SpreeAI - Lead iOS Architect ([\\$1.5B Valuation 2025](#))

December 2020 - April 2023 | Fulltime Remote | [spreeai.com](#)

- Led iOS architecture for an AI/3D virtual-shopping and avatar platform using ARKit, LiDAR, SwiftUI, Combine, and native Apple frameworks.
- Designed a modular SwiftUI architecture that separated product domains, accelerated feature delivery, and provided a scalable foundation for immersive 3D commerce experiences.
- Built mobile integrations for 3D asset visualization and capture workflows, connecting native Apple capabilities with backend processing and cloud-hosted media assets.
- Integrated AWS-backed asset processing and storage workflows for 3D content and media delivery; implemented CI/CD and release automation with GitHub Actions and Fastlane.

Community.com - Senior iOS Developer ([10M+ Users](#))

September 2019 - September 2020 | Fulltime Remote | [community.com](#)

- Contributed to native iOS architecture for a high-scale direct-messaging platform serving [10M+ users](#).
- Helped migrate key product surfaces from React Native to native iOS for stronger performance, reliability, and deeper platform integration.
- Introduced SwiftUI, Combine, and MVVM patterns to modernize feature delivery and improve maintainability across a fast-moving consumer product.

FlyrTV - CTO and Co-Founder (*exited through M&A; acquisition*)

January 2014 - December 2018 | [First Snapchat Stories Partner](#) | [pond5.com](#)

- Co-founded and led product and engineering for a mobile-first video-creation platform that converted templates, media, typography, and effects into production-ready social video.
- Built the core rendering and template architecture supporting 10,000+ reusable story/video templates and rapid multi-format publishing.
- Co-raised \$6M+ in venture funding and led product, architecture, and engineering through the company's acquisition by Pond5.
- Integrated early Snapchat-oriented publishing/content workflows and scaled the platform to approximately 20K monthly paid users.

Viddy - iOS Architect ([Reached 40M+ users](#))

November 2012 - December 2013

- Architected a cutting-edge mobile VFX and rendering engine for iOS and Android, pushing early smartphone hardware beyond conventional social-video editing capabilities.
- Built performance-critical video editing, compositing, rendering, and visual-effects systems for a platform that scaled to 40M+ registered users.
- Helped define early short-form mobile video creation before native video became standard across major social platforms.

FEATURED GITHUB PROJECTS - AI SYSTEMS + iOS ARCHITECTURE

CLINEFLOW Agentic engineering / local RAG Model-agnostic context-engineering workflow that gives coding agents durable project memory, task journals, cross-repository references, and grounded execution against real code.	kie-api-python Python CLI + MCP server Open-source interface for KIE.AI image, video, chat, Suno audio, uploads and async jobs, with agent-safe dry runs, durable job records, tests, and MCP resources.
twinchat-paper Production AI character research Multi-dimensional prompt-engineering system validated across 20,000 conversations / 200,000 generated messages, including recursive character DNA, memory, bounded worldview, and linguistic profiling.	ios-framework Swift Package architecture tooling SwiftPM tandem configuration tool for cloning, renaming, testing, versioning, and modularizing reusable iOS SDKs with a linked demo application.
newsmusic Agentic multimodal publishing pipeline Autonomous news-to-video workflow orchestrating source ingestion, transcripts, story and lyric generation, AI music + imagery, video assembly, and YouTube publishing.	lyrics-refiner Agentic lyric refinement / AI orchestration Multi-stage AI pipeline for Regional Mexican music that restructures lyrics, optimizes semantics and phonetics, adds production cues, and deterministically validates word preservation.

SELECTED TECHNICAL WRITING / THOUGHT LEADERSHIP

AGENTIC AI / CONTEXT ENGINEERING

[Stop Telling the Agent What to Do](#)

Companion to [CLINEFLOW](#): argues that coding-agent reliability comes from structured context and repository grounding, emphasizing persistent memory, introspection, planning, re-grounding against live call sites, and auditable execution.

AI POLICY / INTELLECTUAL PROPERTY

[AI-Copyright Weights: A New Frontier in IP Law](#)

A 2023 argument that model weights may raise derivative-work, attribution, royalty, and licensing questions. Later cited in [footnote 40, Intellectual Property chapter \(printed p.117\)](#) of the 2024 Bipartisan House Task Force on AI report; citation trail also includes Epic Law, SSRN/GRUR, Touro Law Review, and mEDRA.

iOS ARCHITECTURE / REACTIVE SYSTEMS

[Modular Applications with SPM, SwiftUI and Combine](#)

Uses the [Simple3D](#) reference app to explain scalable SwiftUI + Combine + SPM conventions, modular boundaries, and reusable architecture for larger iOS codebases.

[SwiftSPM: Instant SPM + Tandem App Tool](#)

Introduces a Swift Package workflow for renaming SDK symbols, generating a test Tandem App, instant local reflection, and tagged GitHub framework releases.

[DataStorage: Encrypted Data Persistence for SwiftUI](#)

Presents [DataStore](#), a SwiftUI-focused persistence layer built around Combine, automatic background saves, model-driven state, and encryption by default for simple secure persistence.

[SecureVault: A Swift Library for Robust Data Encryption](#)

A compact Swift security library for encrypted on-device storage using a per-installation key kept in the iOS Keychain, minimizing runtime exposure while retaining a simple async key-value API.

BOOKS / PUBLISHED WORKS

[AI From Tensors to Agents on Mac Silicon](#) (2026 · English)

Hands-on, build-first guide to modern AI on Apple Silicon. Moves from tensors, gradients and neural networks through PyTorch, TensorFlow, transformers, MLX, local LLMs, embeddings and RAG, then into structured agent workflows, evaluation, human approval and trustworthy automation. Reproducible experiments, runnable code, benchmarks and failure analysis turn the Mac you already own into a serious local AI learning lab.

[Modern iOS Architecture: Deconstructing the \\$3B MemeArcade](#) (2026 · English)

Practical guide to modular iOS architecture, deconstructing the engineering decisions behind a hybrid mobile application inspired by MemeArcade. Covers SwiftUI, Combine, Swift Package Manager, async/await, persistence, WebViews, local notifications and observability. Architecture maps and production trade-offs show how to define native/web boundaries, protect trust and lifecycle seams, and turn real-world lessons into maintainable, reusable modules.