

DANIEL HERNANDEZ GIL

Agentic AI Developer · Multi-agent systems · Platform engineering

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Software engineer with nine years of experience, the last two of them working with **AI agents**. I am currently building a product where several agents, each with its own responsibility, are coordinated with Pydantic AI and connected to the company's systems, on top of pipelines that call text, image, video and 3D models. Coding agents (Claude Code and Codex) are part of my daily work, from the first prototype through to the code that ships. My earlier years in QA and platform engineering are the reason what I build with agents is made to be deployed and kept running, not just demoed.

EXPERIENCE

Game Strategies (formerly Gamelearn) Feb 2020 - Present · Madrid

- Agentic AI Developer** 2024 - Present
 - Building a new product around several agents with different responsibilities, coordinated with **Pydantic AI** and connected to the systems and infrastructure the company already runs.
 - Built the pipelines that combine text, image, video and 3D models into a single workflow, and the backend and frontend around them.
 - Use coding agents (Claude Code and Codex) daily to take ideas from concept to a working MVP, meeting the delivery targets agreed with the business.
- SRE & Tooling Engineer** 2022 - 2024
 - Built internal tools that gave developers visibility into **Kubernetes** (logs, service state, deployments) so they could diagnose problems themselves instead of escalating.
 - Automated the deployments for the whole product with Argo Workflows, Argo Events, Docker and Ansible, replacing steps that were still done by hand.
 - Ran the infrastructure on Kubernetes across cloud environments: networking, monitoring and production troubleshooting.
- QA Automation Engineer** Feb 2020 - 2022
 - Wrote end to end test suites for a microservices architecture in Python and JavaScript, taking **coverage up by 80%**.
 - Added automated API checks to the CI pipelines with GitHub Actions, and fixed defects directly in the backend and frontend code.

Full Stack Developer, CEITA SL Feb 2018 - Feb 2020

Java, BPM and PostgreSQL for a banking client. Built a test automation framework with Java and FitNesse, and handled the releases across frontend, backend and database.

Software Engineer, Indra Feb 2017 - Feb 2018
Frontend and backend development with Java and REST services, in a shared codebase with a large team.

EDUCATION & LANGUAGES

BSc Telecommunications Engineering
Universidad Politécnica de Madrid 2009 - 2014 · Madrid, Spain
Spanish (native) · English (advanced) · Greek (beginner)

CORE STACK

AI & AGENTS

- Multi-Agent Systems
- Pydantic AI
- Claude Code
- Codex
- Generative Media

BUILD

- Python
- JavaScript
- FastAPI
- React

PLATFORM

- Kubernetes
- Docker
- Argo Workflows
- GitHub Actions
- Ansible
- Redis

QUALITY

- Playwright
- E2E & API Testing
- CI/CD

SELECTED PROJECTS

Calypso private
Android app for streaming live sports, with camera control and real time overlays drawn over the video.
Kotlin · Android · RTMP/SRT

Trellis2 API private
Inference API that turns an image into a 3D model, running TRELIS.2 on H100 GPUs, with sync and async jobs.
Python · FastAPI · Docker · GPU

Web Motion Atlas private
Catalogue of web motion and layout patterns that composes them into precise prompts for coding agents.
React · TypeScript · GSAP