Mark **Cerqueira**

SOFTWARE ENGINEER

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Professional

Evernote   *Redwood City, California*
SENIOR SOFTWARE ENGINEER   *November 2014 - Present*

- Android development on Evernote for Android - 4.6 / 5 stars, millions of installs.
- Led client development of a library to deliver messages without requiring an app update.
- Hired gun for iOS development (Objective-C and Swift) on key initiatives including Google Sign In and integrating message delivery engine.
- Onboarding new team members, emceeing biweekly demo days, leading coding workshops for non-engineers, Hack Week planning committee member, and coordinating monthly tech talks.

Smule   *San Francisco, California*
SOFTWARE ENGINEER   *August 2010 - August 2014*

- Android development (2012 - 2014) on Sing Karaoke and Magic Piano.
- iOS development (2010 – 2012) on Magic Piano, Ocarina, I Am T-Pain, Magic Fiddle, and Glee.
- Led development of the first release of Sing Karaoke for Android, as well as the release of a major update introducing a full design update of the product.
- Manage and maintain the Android team's shared codebase, used across three projects.
- Experienced with continuous integration and release engineering through TeamCity and Jenkins for iOS and Android.

Education

Princeton University   *Princeton, New Jersey*
B.S.E. WITH HONORS IN COMPUTER SCIENCE, CERTIFICATE IN SPANISH AND PORTUGUESE | GPA: 3.80   *2006 - 2010*

- Courses: Operating Systems, Networking, Digital Sound Processing, Algorithms & Data Structures, Computer Security

Skills

Programming Languages: Java, Objective-C
OS and Tools: Mac OS, Linux, Windows OS, git, GitHub, IntelliJ IDEA, AppCode, Xcode, TeamCity, Jenkins

Technical Projects

ChuckPad Social

- ChuckPad is a service enabling users to create, curate, and share generated code from client apps like MiniAudicle. The service is intended to promote education, enthusiasm, and discovery of content in apps like MiniAudicle. I developed the server code using Ruby and Sinatra and developed an accompanying iOS library with a suite of unit tests.

SoundCraft

- Developed and published a framework that enables real-time data gathering from a StarCraft 2 game, allowing for musical interpretation of the game's internal structure and strategies in novel ways. Published in the Proceedings of the New Interfaces for Musical Expression (NIME) Conference 2013.

Laptop Orchestra Network Toolkit (LOrkNeT) - Senior Thesis Research at Princeton

- Developed a toolkit to evaluate networking for live computer music performance. LOrkNeT was used to identify and remedy issues affecting the Princeton Laptop Orchestra. Learn more at lorknet.cs.princeton.edu.

What makes me a unique snowflake

- Kendo practitioner (1-kyu) with the San Francisco Kendo Dojo and Stanford Kendo Club
- Active blogger about video games, food, and technology on mark.gg
- Active Yelper: 375 reviews, 1809 photos, and counting
- Bronze league Protoss hero in StarCraft 2
- Guest speaker at General Assembly SF
- Led workshops on mobile computing at Stanford University and Gray Area Foundation for the Arts
- Fluent in English and Portuguese, conversational in Spanish, scrappy Mandarin