

Mark Cerqueira

ENGINEERING LEADER

✉ mark.cerqueira@gmail.com | 🌐 www.mark.gg | 📷 markcerqueira | 🌐 markcerqueira

Professional Experience

Twitch

San Francisco, California

ENGINEERING MANAGER

April 2018 - Present

- Drive execution of Viewer Experience and VOD initiatives on Android and iOS. Collaborate with product management to define the mobile roadmap.
- Manage career growth of my team to ensure their continued development, prosperity, and happiness.
- Expand and grow our team, from sourcing to closing high-performing candidates.
- Leading projects to improve team happiness and engagement. My anniversary project is currently rolled out to 144 people at Twitch!

SENIOR SOFTWARE ENGINEER

April 2017 - April 2018

- Made streams and memes better for the green little robot and expensive Apple devices.
- Developed a Kotlin DSL-style framework for UI testing on Android.
- Led initiatives to improve documentation, continuous integration, automated detection of issues, build times, and alerting.

Evernote

Redwood City, California

SENIOR SOFTWARE ENGINEER

November 2014 - April 2017

- Android development on Evernote - 4.6 / 5 stars, hundreds of millions of global installs. One of eight engineers building a delightful, intuitive, user-friendly, Material Design model app for note-taking, organizing, and archiving everything.
- iOS development (Objective-C & Swift) on key features including Google Sign-In and a server-driven message delivery library.
- Supported talent development: new employee onboarding, interview panelist, and initiatives to promote cross-team collaboration.

Smule

San Francisco, California

SOFTWARE ENGINEER

August 2010 - August 2014

- iOS development (2010 - 2012) and Android development (2012 - 2014) on Ocarina, Magic Piano, Magic Fiddle, and Sing Karaoke.
- Managed and improved 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, Human-Computer Interface, Algorithms & Data Structures, Security

Skills

Programming Languages & Frameworks: Java, Kotlin, Android SDK, Objective-C, Swift, iOS SDK, Ruby, Sinatra

OS & Tools: Mac OS, git, GitHub, Android Studio, IntelliJ IDEA, AppCode, Xcode, TeamCity, Jenkins

Technical Projects

ChuckPad enables users to create, curate, and share code from music programming environments. Developed the Sinatra server, iOS SDK, suite of unit tests, and Docker image for rendering Chuck patches. Co-author of paper published in [New Interfaces for Musical Expression 2017](#).

SoundCraft enables real-time data gathering from a StarCraft 2 game, allowing for musical interpretation of the game in novel ways. Led development of the data parser and was first author of the paper published in [New Interfaces for Musical Expression 2013](#). Learn more at mark.gg/soundcraft.

Laptop Orchestra Network Toolkit (LOrkNeT) measures and evaluates network conditions for live computer music performance. LOrkNeT was used to identify and remedy issues affecting the Princeton Laptop Orchestra. Learn more at loronet.cs.princeton.edu.

What makes me a unique snowflake

- Undisputed champion of the [BaseTradeTV StarCraft 2 Sponsor Showdown](#). Carriers aficionado.
- Led workshops on mobile computing at [Stanford University](#) and [Gray Area Foundation for the Arts](#).
- Guest speaker at [General Assembly SF](#).
- Active blogger about video games, food, and technology on mark.gg since 2013.
- Enjoys running. Personal record: ran the Big Sur Half Marathon 2015 in 1:36:30.
- Active Yelper: [408 reviews](#), 1891 photos, and counting.
- Kendo practitioner (1-kyu) with the San Francisco Kendo Dojo and Stanford Kendo Club.
- Fluent in English and Portuguese, conversational in Spanish, scrappy Mandarin.