

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, hundreds of millions installs. One of eight engineers building a delightful, fast, stable, Material Design compliant product.
- Led client development of a library to deliver rich, interactive messages to clients without requiring an app update.
- iOS development (Objective-C & Swift) on key initiatives including Google Sign-In and integrating the message delivery library.
- Developed award-winning Hack Week project that allows employees to give feedback on meals. This project is currently deployed in three Evernote offices: Redwood City, Austin, and Zurich.
- 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, including a major update that introduced a full design update of the app.
- Managed the Android shared codebase, used across three projects.
- Managed 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, Objective-C, Ruby, Android SDK, iOS SDK, Sinatra

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

Technical Projects

ChuckK Pad enables users to create, curate, and share code from music programming environments. The project's goal is to promote education, enthusiasm, and discovery of content in apps like MiniAudicle and Auraglyph. The system consists of a Ruby and Sinatra server, an accompanying iOS API library with a suite of unit tests, and a Docker image for rendering ChuckK patches.

SoundCraft is 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 New Interfaces for Musical Expression (NIME) Conference 2013. A performance piece - GG Music - was developed using SoundCraft and performed at the Music and Gaming Concert at Stanford University in April 2013 and the 2013 NIME Conference in Daejeon, Korea.

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 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
- Enjoys running. Personal record: ran the Big Sur Half Marathon 2015 in 1:36:30
- 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