

# Mark Cerqueira

SOFTWARE ENGINEER

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## Professional Experience

### Evernote

Redwood City, California

SENIOR SOFTWARE ENGINEER

November 2014 - Present

- 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.
- Led client-side prototyping of a library to deliver rich, interactive messages without requiring an app update.
- iOS development (Objective-C & Swift) on key features including Google Sign-In and integrating the message delivery library.
- Developed award-winning Hack Week project that allows employees to give feedback on company-catered meals. This project is deployed in Redwood City, Austin, and Zurich.
- Supported talent development: onboarded new team members, engineering and intern interviewer, and spearheaded initiative to encourage cross-team exploration amongst engineers.
- Led community-building events: emcee for biweekly demo days, 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, Android SDK, Objective-C, iOS SDK, Ruby, Sinatra

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

## Technical Projects

**Chuck Pad** enables users to create, curate, and share code from music programming environments like MiniAudicle. Led development of the Sinatra server, accompanying iOS SDK library, suite of unit tests, and Docker image for rendering Chuck patches. Learn more at [chuckpad.io/about](http://chuckpad.io/about).

**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](http://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 [lorknet.cs.princeton.edu](http://lorknet.cs.princeton.edu).

## What makes me a unique snowflake

- 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](http://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.
- Kendo practitioner (1-kyu) with the San Francisco Kendo Dojo and Stanford Kendo Club.
- Fluent in English and Portuguese, conversational in Spanish, scrappy Mandarin.