# Marco Munizaga

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:bloa marcopolo.io :keybase marcopolo

### Work

#### 2015 - Current\*

### Keybase.io

- Co-led the creation of the Keybase apps for Desktop, Android, and iOS. (electron/react-native)
- Pushed for the Adoption of Flow types; and, later, led the conversion to Typescript. Which paid numerous dividends when refactoring and onboarding new engineers.
- Used Native Android expertise to speed up our react-native app.
- Rewrote the parts of the notification stack to make use of Android's rich notification displays and actions.

#### 2014 - 2015

#### Prismatic

- Created hot swappable backend services; huge boost in team productivity.
- Built the Prismatic Android App with tests written in Robolectric.
- Created iOS App in Swift and led port to React Native. Which let the team rapidly prototype new ideas during our pivot phase.

#### 2013 - 2014

### Cryptic.io – Cofounder

- Implemented CCM Encryption with Array Buffers for performance, then contributed that back to the Stanford Javascript Crypto Library.
- Designed so servers only know about encrypted blobs and public keys.

#### 2011 - 2013

#### Grooveshark

- Created Beluga, a music analytics platform to open streaming data to thousands of artists and millions of user.
- Architected/Built internal analytics platform with guided SQL query generators.

## Marco, The Person

### Computer Languages

**Human Languages** 

### Select Projects

- Rust, Typescript, Clojure, Java, Go
- Spanish +rwx; English +rwx
- Android Wired Write efficient and fast Android apps in Rust
- Sped up CCM encryption by 6x in SJCL (Fixed related bug in Mega's use of CCM Encryption)
- Servant A Cljs library for using web-workers sanely
- CHDL A Clojure DSL for writing ASICs. Compiles to VHDL

#### Education

- B.S. Computer Engineering, University of Florida
- Minor in Physics

#### Climbing

• Climbed The Nose on El Capitan, Astroman (5.11), and Lost but not Forgotten (V8).