Marco Munizaga

:keybase <u>marcopolo</u>}

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 helped future refactorings and onboarding of new engineers.
- Rewrote 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 share streaming data with 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 <u>6x</u> in <u>SJCL</u> (Fixed related bug in <u>Mega's</u> use of CCM Encryption)
- Servant A Clis 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

Climbina

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