Alfonso Subiotto Marqués

Software Engineer

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Summary

I am looking for opportunities to join a group of smart and talented people that are solving interesting and challenging problems in order to learn as much as possible and contribute as much as possible. I am mainly interested in distributed systems and the complexities that arise from using them. I have had several internships and spent a year working as a lead developer on TempoTrader. I contribute to open source projects and participate in hackathons as well.

Education

Brown University (Graduating May 2016)

Sc.B. Computer Science (CS GPA 3.8, General GPA 3.8) — 2014-2016

Advanced courses taken include Distributed Systems, Operating Systems w/ Lab, Multiprocessor Synchronization, Distributed Databases and Systems, Machine Learning, Algorithms, and Computer Security.

Experience

Lead Developer, TempoTrader

Summer 2014 - Fall 2015

TempoTrader is a stock market for subscriptions to musician content. I worked on it during my junior year at college with one other developer as well as three founders. You can read more about it on my website. Apart from working on our Django application, I:

- Created and managed our cloud infrastructure (Heroku, AWS)
- Created and managed our developer workflow (use of VCS tools, style guidelines, continuous integration system)

Software Engineering Intern, Google

Summer 2014

Worked with a team on eventually consistent storage. I contributed to the removal of a layer in our storage pipeline that was limiting our API, thus offering more flexibility to clients.

Teaching Assistant, Brown University

Providence, RI — 2013-2014

Teaching assistant for CS15 (Introduction to Programming in Java) and CS16 (Introduction to Algorithms and Data Structures). Responsibilities included preparing lectures, leading sections, holding office hours, and grading projects and exams.

Projects

Puddle Store (Go)

Spring 2015

After implementing Chord, Raft, and Tapestry in Go, I put them all together to build PuddleStore, a distributed file system based on Berkeley's OceanStore. For class, code available upon request. Chord implementation has been open sourced.

Weenix OS (C)

Spring 2014

Simple OS based on UNIX. Runs on a single processor and is non-preemptive. Wrote processes, threads, a scheduler, synchronization primitives, drivers (character and block devices), a virtual file system, the s5fs file system, and virtual memory. For class, code available upon request.

Others

I have also built a few OSX/iOS/Android applications both for myself and for work as well as backend services for these with node.js. A few other interesting small projects include implementing go-like defer statements for C (can be viewed on my github), python scripts, and contribution to open source projects (go-uber, cockroachdb).

Languages: Go, Python (incl. Django), C, C++, node.js, Objective-C, Java, some x86-64, JavaScript, HTML, and CSS.