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ASM

Summary

British/Spanish nationality. I enjoy challenging programming and solving hard problems. Special focus on operating and distributed systems but can adapt very easily as I love to learn new things. References and code available upon request.

Projects

TempoTrader (Python)
Summer 2014 - Fall 2015

Web application for musicians built with Django. It was a personal project that I worked on with a few friends. Essentially a stock market for musicians, musicians can use it to raise money by selling subscriptions to exclusive content which then fluctuate in price as they are bought and sold by their fans.

Puddle Store (Go)
Spring 2015

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

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 constructs, drivers (character and block devices), a virtual file system, the s5fs file system, and virtual memory. For class, code available upon request.

Others
2013 (Ongoing)

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 Go APIs (go-uber).

Experience

Lead Developer, TempoTrader
Summer 2014 - Fall 2015

One of two developers that worked on the web application described above. Apart from writing code and managing our cloud infrastructure, I made sure that we made good calls on matters like the usage of third party services and our workflow

(including VCS workflow, correct code format) as well as non-technological decisions made with the non-technical founders.

Software Engineering Intern, Google
New York City, New York — Summer 2014

Worked on a team concerned with eventually consistent storage. My main responsibility was code migration away from using an unnecessary layer in the storage cycle.

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.

Software Engineering Intern, Education First
Boston, Massachusetts — Summer 2013

Worked as an iOS/Android dev on applications ranging from Go Ahead Post to a university recruitment iPad application. Built the backend in node.js for Go Ahead Tour Companion which kept track of customer's flight statuses.

Education

Brown University (Current)
Computer Science (CS GPA 3.8) — 2014-2016

GPA calculated with CS courses taken for a grade. Courses taken include Computer Systems, Operating Systems, Distributed Systems, Web Applications, Computer Security, Algorithms, Linear Algebra, Probability, Multiprocessor Synchronization, Machine Learning and a seminar in Distributed Databases and Systems.

Languages

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

Other

I participate in hackathons and hackerrank, and my team was awarded the best Objective-C application award at YHack 2013.

I like to listen, play, and perform music as well as travel and play sports. I consider myself a well-rounded person and am continuously pushing myself to try new and exciting things.