# Fabián Orccón

I am a creative and autodidact person. From a very young age, I have contributed to various free and open source software (FOSS) projects involving mainly Desktop development and multimedia applications and libraries for GNU/Linux. My passion for FOSS has led me to become an official member of the GNOME Foundation since 2017 and to enroll as mentor for Google Summer of Code 2020 in Pitivi.

## 

github.com/cfoch (

## **WORK EXPERIENCE**

# Associate Software Engineer Endless Mobile Inc, &

2018 - 2020

This company develops the Operating System called "Endless OS" with the vision of reaching out the "next billion consumers". I started in the platform team, and switched to the Hack team that develops an app to teach kids to learn codina.

#### Achievements/Tasks

- Hack Team: Web development in React
- Hack Team: GTK+ Application development. I worked with a multidisciplinary team which involved from script designers to software engineers to create various parts of the Hack product.
- Hack Team: GStreamer-based sound server development and maintainance. I worked together with a sound designer to develop a sound API for videogames using DBus.
- Hack Team: GNOME Shell developement. I created DBus interfaces and UI components for the Endless OS desktop environment.
- Platform Team: Automated visual testing with OpenQA.
- Platform Team: Knowledge apps SDK maintainance. I was the maintainer of a SDK used in most of the applications developed by Endless. Tasks involved periodical releases, maintenance and bug fixing.

## Software Developer

#### Yaroslab 🗷

2017 – 2018

Yaroslab offers their customers business solutions to their daily operations through Odoo, an open-source ERP software written in Python.

#### Achievements/Tasks

- Point-of-sale. Customization and bug fixing of our module based on the Odoo POS module.
- Development of modules for accounting and warehousing.

## Student developer

## Google Summer of Code 2017

2017

I have successfully completed the program called Google Summer Of Code 2017 in which students around the world are selected to contribute to FOSS projects and receive a payment from Google.

#### Achievements/Tasks

- Fix Libpeas, a plugin system library, to allow to implement plugin managers in Python.
- Implement a plugin system for Pitivi, video editing software, using Libpeas.

#### Student developer

### Google Summer of Code 2014

2014 – 2014

I have successfully completed the program called Google Summer Of Code 2014 in which students around the world are selected to contribute to FOSS projects and receive a payment from Google.

#### Achievements/Tasks

- Implement a plugin for GStreamer (GstImageSequenceSrc) to display a sequence of images.
- Implement the UI of Pitivi to handle the GstImageSequenceSrc plugin

## **SKILLS**



## **EDUCATION**

#### Informatics Engineering

Pontificia Universidad Católica del Perú

## PERSONAL PROJECTS

gst-plugins-cheese (Snapchat-like effects)

- Develop an algorithm to track multiple faces using the Hungarian Method, a HOG detector and a Median Flow tracker.
- Implement the algorithm as a plugin a GStreamer plugin and create plugin to overlay images over faces.
- Implement the plugin as part of the webcam application Cheese.

## CONFERENCES

GUADEC - Thessaloniki, Greece (2019)

I presented my personal project (ast-plugins-cheese) project.

## GUADEC - Manchester, UK (2017)

I presented my project developed during the Google Summer of Code 2017 for a plugin manager implementation in Pitivi.

#### Participating in GSoC - Lima, Peru (2015)

I talked in the IBM Peru headquarters about my experience on the Google Summer of Code.

## GUADEC - Strasbourg, France (2014)

I presented my project developed during the Google Summer of Code 2014 for a n image sequence plugin implementation in GStreamer and Pitivi.

## **ORGANIZATIONS**

**GNOME Foundation** 

Official member

#### LANGUAGES

Professional Working Proficiency

English

Spanish

Native or Bilingual Proficiency

## **INTERESTS**

