

David Padilla

Engineer, Manager, Rubyist, Speaker

Contact

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About me

I have been writing software for almost 15 years now. My current weapon of choice is Ruby, Rails and everything related to it. I ran [Crowd Interactive](#), a Software Development consultancy, for almost 5 years. While doing so I sent more than a few websites to production and helped keeping them operational when traffic really picked up. I enjoy sharing the word by organizing local community events and speaking at conferences all around the world.

You can see a list of ruby gems I've written at:

- <http://rubygems.org/profiles/dabit>

I'm particularly fond of:

- <https://github.com/crowdint/rails3-jquery-autocomplete>
- <https://github.com/dabit/bootstrap-form>
- <https://github.com/dabit/itiel>
- <https://github.com/dabit/banjo>

I have also been a speaker for a few conferences; you can find the video of some of my talks here:

<http://www.confreaks.com/presenters/1656-david-padilla>

Experience

Director at Crowd Interactive

December 2014 - Present (2 months)

Member of the Board of Directors

Chief Executive Officer at Crowd Interactive

February 2010 - December 2014 (4 years 11 months)

During my almost 5 year run at the head of Crowd Interactive, I managed to turn a relatively unknown, small Ruby on Rails dev shop headquartered in the middle of nowhere, Mexico, into one of the most recognized software development consultancies in the country while at the same time establishing a solid base todo business mainly in the San Francisco Bay Area.

Mexico is a great place to find talent for Software Development that can service the United States, due to its geographical positioning, time zone and cultural similarities. Crowd Interactive has managed to take advantage of these factors to effectively service a variety of startups from both the West and East Coast in the US. Supporting the local communities was always at the top of my priority list as it helped me understand the local talent, build a network and hire only the best engineers that I could.

One of the biggest initiative to come out of this effort is MagmaConf (www.magmaconf.com), the only Software Development Conference of its kind in Mexico, and due to its unique format, the world.

Director of Product Excellence at Crowd Interactive

July 2009 - February 2010 (8 months)

- Drive the excellence of the company deliverables through increasing code quality and design quality.
- Training and mentoring team leaders and team members.
- Facilitator of Company wide code reviews.
- Creation of all product-excellence metrics.
- Implementation of all automated and manual metric data gathering systems.
- Design of technology stack for the new applications.
- Participate in Architectural decisions over the applications.

Ruby on Rails Senior Engineer at Crowd Interactive

July 2008 - February 2010 (1 year 8 months)

Design / Code Web 2.0 Web Applications using Ruby on Rails. Applications are usually high-traffic so they must be scaled at its maximum.

- Ruby on Rails
- RSpec
- Cucumber
- Thin
- Mongrel
- HAProxy
- Apache
- MySQL

Ruby on Rails Senior Engineer at ModCloth

July 2008 - February 2010 (1 year 8 months)

Design, develop and launch the new e-Commerce platform for www.modcloth.com using Ruby on Rails.

Software Engineer at Softtek

January 2006 - July 2008 (2 years 7 months)

Analysis, Design and Development of Financial Web Applications for GE Treasury. All the applications have high availability. Writing of Technical Specs, Functional Specs, Impact Analysis.

- ASP
- Java
- UNIX
- Sybase
- Microsoft SQL Server
- Perl
- Visual Basic
- C

Software Engineering Manager at Advanced Computing Mexico

June 2003 - January 2005 (1 year 8 months)

Software Engineering Team Leader Design and Analysis of Financial Web Applications.

- ASP
- MS SQL Server
- PHP
- Linux

Spoken Languages

Fluent in both English and Spanish

Recommendations

Upon request