Jesus Sanchez

/jesus-sanchez-sevilla

jesus.sanchez@outlook.com

+1-857-320-5056

EXPERIENCE

- **Brown Brothers Harriman** — Boston, MA

  Senior Software Engineer — *Apr 2023 - Present*

  - **Data Platform**: As part of the Ads Serving Platform team, I've worked in the re-architecture of the AdServer platform, in areas like configuration, experimentation and scalability.
    - **Tech stack**: Java, SpringBoot

- **Twitter** — Boston, MA

  Senior Software Engineer — *Sept 2022 - Jan 2023*
  Software Engineer — *Dec 2019 - Aug 2022*

  - **Ads Serving Platform**: As part of the Ads Serving Platform team, I've worked in the re-architecture of the AdServer platform, completing the transition to a microservices based architecture and continue its improvement in areas like configuration, experimentation and scalability.
    - **AdServer**: Led the design and implementation of a rule-based configuration system to enable a dynamic ad search and selection pipeline.
    - **ShardLib**: Contributed to the implementation of a Sharding Library, used to simplify the management of sharded microservices in the serving pipeline.
    - **Other**: Regular oncall support for some of the main services used in the ad serving pipeline. Collaboration with partner teams in the introduction of new ad products.
    - **Tech stack**: Java, Scala, Python, Finatra/Finagle, Thrift

- **GE Aviation** — Queretaro, Mexico

  Senior Software Engineer — *Apr 2019 - Nov 2019*

  - **Digital Cloud Solutions**: Software Engineer part of a group working in the connected aircraft, leveraging Azure cloud and web technologies to process flight data.
    - **Connected Aircraft / NEXTNet-avSync**: Developed microservices to extract flight data, process it and send it to the cloud (part Avionica's NEXTNet-avSync).
    - **Other**: Collaboration with hardware team to develop APIs to communicate with the backend system. Documentation maintenance. Mentor to junior engineers.
    - **Tech stack**: Java, Python, Spring, Azure

  Embedded Software Engineer — *May 2014 - Apr 2019*

  - **Avionics & Digital Systems**: Technical leader for Mexico's team of an IR&D project that focuses on next-generation flight decks, improving the graphical capabilities of display apps and exploring new ways of human-machine interaction.
    - **Virtual OpenGL**: Contributed to the design and implementation of a custom graphics API based on OpenGL ES. Developed tools to integrate high-level design software with our graphics stack as well as the cross-platform build system for the graphics API
    - **Digital Moving Map**: Led the development of a digital moving map, designed and build an API for remote drawing, interaction and control, part of the Open Flight Deck project.
    - **RPC System**: Designed and implemented a simple RPC system for sending avionics information on top of ZMQ, written in C and with client and server APIs for C, Python, C#, as well as a code generator for transforming JSON formatted data model definition files to ZMQ C API.
    - **Other**: Conducted global training sessions for users of our Avionics stack, participated in the organization of two successful hackathons directed towards both students and professionals wanting to experience GE's engineering challenges.
    - **Tech stack**: C, Python, OpenGL, Yocto

EDUCATION

- **Benemerita Universidad Autonoma de Puebla** — Puebla, Mexico

  Master of Science in Electronics — *Aug. 2011 – Jun. 2013*
  Bacherol of Engineering in Mechatronics — *Aug. 2005 – May. 2010*

Other Projects

- **Autonomous Mobile Robot**: mobile_robot — Mobile robot platform for academic research (Patent **MX/I/2018/100659**).
- **dsPIC Peripheral Libraries**: dspic33f_pic24h_corelibs — Peripheral libraries with support for UART, SPI, I2C, I/O, QEI, Timers, ADC for the PIC24/dsPIC33F family of microcontrollers.