Jesus Sanchez



EXPERIENCE

• Brown Brothers Harriman

Boston, MA

Senior Software Engineer

Apr 2023 - Present

- Data Platform: As part of the InfoDataFabric team, I'm the technical lead for the 3 main services powering client facing applications, driving both product goals like the priorization and implementation of new features, release planning and on-call support as well as providing guidance in aspects like code quality, documentation, testing and automation. Some examples include:
 - * Designed and implemented error handling strategy used team wide, from format definition to implementation and refactor.
 - * Reduced the latency when communicating with the datalake service by 30% by optimizing queries, caching responses and decoupling the datalake from the rest of the services using a message queue.
 - * Tech stack: Java, Spring, SQL, Angular, Python

• Twitter Boston, MA

Senior Software Engineer Software Engineer Sept 2022 - Jan 2023 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:
 - * Connected Aircraft / NEXTNet-avSync: Developed microservices to extract flight data, process it and send it to the cloud (part Avionica's NEXTNet-avSync).
 - * 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. Led global
 training sessions for users of our Avionics stack, participated in the organization of two successful hackathons directed towards
 both students and professionals.
 - * 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. 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.
 - * Tech stack: C, Python, OpenGL, Yocto

EDUCATION

• Benemerita Universidad Autonoma de Puebla

Puebla, Mexico Aug. 2011 – Jun. 2013 Aug. 2005 – May. 2010

OTHER PROJECTS

- Autonomous Mobile Robot: The 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.