David Gómez-Urquiza

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Work

- **IFTTT** - Software Engineer, 2015 - current

  - Platform to automate tasks across APIs, IoT devices, and data feeds.
  - Implement, monitor and debug traffic across several APIs
  - Perform data and authentication migrations for millions of users.
  - Work with Ruby, Scala, Docker, Redis, MySQL

- **Play Business** - Cofounder/Lead Developer, 2014

  - Equity crowdfunding platform for Mexican startups
  - Responsible for building the platform, payment processing and customer service
  - Worked with Rails 4, Coffescript, SASS, HAML, and Postgres

- **Easy Broker** - Developer, 2013

  - Platform for real estate businesses to manage their property listings
  - Developed features like, in-mail system for the product and activity feeds.
  - Worked with Rails 2 and 3, JavaScript, SASS, HAML, Postgres, and ElasticSearch

- **Zode64** - Developer, 2012 - 2013

  - Software consulting company, with clients ranging from individuals to government agencies
  - As the first employee, I was responsible for re-engineering a large govt. application that optimized administrative tasks from 8min to 2min
  - I built user facing features, like a product scraping tool, which fetched information from a wide variety of websites
  - Worked with Rails 3, JavaScript, HTML Media Capture, Postgres and IndexTank

- **Fractal Media** - Developer, 2011 - 2012

  - Developed a Google Analytics campaign visualization tool using Processing
  - Built an ad crawler using phantom.js
  - Created an internal web platform used for ad tagging in Django

Projects

- drowning.technology - 2015

  - VR game where users drown each other with popular search trends
  - Created the gameshow interface, which connected the APIs and the Oculus Rift terminals
  - Used Python, Google Trends API and OSC
  - *Built at Art Hack Day: Deluge*

- vinepy - 2013

  - A Python library to connect to Vine's private API (RIP)
  - Using it I managed to find and report some bugs on their API
  - Used by companies such as BuzzFeed to track their Vine account metrics

- Cloudspotting - 2013

  - Cloudspotting lets you draw on clouds, finally being able to conceptualize those animals that you have always seen
  - Used JavaScript/Canvas and Firebase
  - *Picked as crowd favorite project at Startup Bus*

Education

- **Recurse Center**, *New York City, NY* - 2015

  - **3 month retreat for programmers**
    - Wrote a Clojure library wrapper for Coursera's private API
    - Made a bathroom stall status notifier, using Raspberry Pi with Docker and Hue lightbulbs.
    - Created a tiny library for a workshop about Python package deployment, CI, and test coverage reports

- **Tec de Monterrey, Campus Santa Fe**, *Mexico City, Mexico* - 2007 - 2012

  - **Electrical and Telecommunications Engineering**
    - Created a website and hardware device to ease grocery shopping by scanning products before trashing them and automatically creating grocery lists.
    - Modded a barcode scanner to use it as a linear camera for a line following robot
    - Made an RFID card payment system for buses
    - Built a laser scanner projector with a drawing interface

- **Korea Advanced Institute of Science and Technology**, *Daejeon, South Korea* - 2011

  - **Electrical Engineering and Computer Science, Exchange Program**
    - Built an Android app to send text messages using sound waves
    - Wrote a PID tuner using genetic algorithms
    - Created a web application to ease course enrollment

Skills

- Programming languages
  - Python, Ruby, Javascript, Scala, Elm, Elixir, C++, Clojure
- Frameworks
  - Ruby on Rails, Finagle, Django, Flask, Phoenix, React
- Markup and design
  - HTML5, CSS3, Markdown
- Embedded systems
  - Raspberry Pi, Arduino, PIC, Circuit design
- Natural languages
  - Spanish, English, Korean

Say hi!