David Gómez-Urquiza

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Work

- **Play Business** - Co-Founder/Lead Developer, 2014
  - Equity crowdfunding platform for Mexican startups
  - Responsible for building the platform and other tasks, such as customer service and payment processing
  - Worked with Rails 4, Coffescript, SASS, HAML, and Postgres

- **Easy Broker** - Junior Developer, 2013
  - Platform for real estate businesses to manage their property listings
  - My main priority was fixing bugs and adding interface features
  - Worked with Rails 2 and 3, JavaScript, SASS, HAML, Postgres, and ElasticSearch

- **Zode64** - Junior Developer, 2012 - 2013
  - Software company, with clients ranging from individuals to government
  - As the first employee, I did full stack development on two large projects
    - Focused on user targeted features, such as a product scraping tool, which fetched information from a wide variety of websites
    - Reengineered a government system. I was responsible for talking with the users and tailoring the interface. Optimized a repetitive administrative task from 8 minutes to 2 minutes
  - Worked with Rails 3, JavaScript, HTML Media Capture, Postgres and IndexTank

- **Fractal Media** - Junior 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 game interface, which connected the APIs and the Oculus Rift terminals
  - Used Python and Google Trends API
  - *Built at Art Hack Day: Deluge*

- vinepy - 2013
  - A Python library to connect to Vine private API
  - 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
  - *Built at Startup Bus, picked as the crowd favorite project*

Education

- **Hacker School**, *New York City, NY* - 2015

  - **3 month long retreat for programmers**
    - Wrote a Clojure library wrapper for Coursera private API
    - Made a bathroom stall status server. Connected clients such as wifi enabled lightbulbs indicator
    - Created a tiny library for a workshop about Package Deployment, CI, and Coveralls

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

  - **Electrical and Telecommunications Engineering**
    - Created a platform accompanied with a 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 in Mexico City
    - Built a laser 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, Clojure
- Frameworks
  - Ruby on Rails, Flask, Django
- Markup and design
  - HTML5, CSS3, Markdown
- Embedded systems
  - Raspberry Pi, Arduino, PIC, Circuit design

Languages

- **Spanish** (Native proficiency)
- **English** (Full professional proficiency)
- **Korean** (Elementary proficiency)