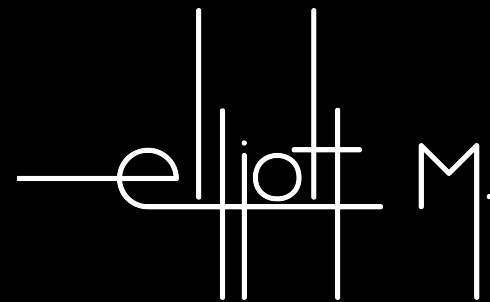


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# Elliott A. Marquez



## **Education: Massachusetts Institute of Technology (MIT)**

Candidate for Bachelor of Science in Computer Science  
GPA: 4.4

**Cambridge, MA**

June 2016

## **Northside Health Careers High School**

GPA: 99.333

**San Antonio, TX**

May 2012

### **Selected Classes Taken:**

- Design and Analysis of Algorithms
- Software Studio
- Algorithms (& Data Structures)
- User Interface & Design
- Communicating with Mobile Technology
- Computational Photography
- Software Construction
- Intro to Artificial Intelligence
- Computational Architecture / Structures
- Mathematics for Computer Science

### **Skills: Languages:**

- Java, Javascript, C++, C#, Python, Android Java, HTML, CSS, Closure, SQLite

### **Web:**

- NodeJS, Django, Drupal, ExpressJS
- MongoDB, SQL, MySQL, SQLite
- AngularJs, Polymer

### **Other:**

- Git, Mercurial, Google & Microsoft Proprietary VCs
- Linux, Windows, OS X
- Spanish (conversational), Latin

## **Experience: Google - Play Books**

*Software Developer Intern*

**Mtn. View, CA**

May 2015 - pres.

- Developing a full-stack application affecting thousands of book publishers and hundreds merchandisers.
- Collaborating with Googlers to carefully design every aspect of the application (front-end & back-end).
- Meaningfully contributing to a large, corporate codebase.

## **World Wide Web Consortium Undergraduate Research**

*Undergraduate Researcher Software Developer Engineer*

**Cambridge, MA**

Sept - May 2015

- Developed new social applications that leveraged the new "CrossCloud" user information protocols.
- Solved new problems that arose with a decentralized user information system.
- Discovered and addressed structural and usability issues with the "CrossCloud" protocol.

## **Microsoft - Bing**

*Intern*

**Bellevue, WA**

May - Aug 2014

- Took part in a 12 week summer program where I took the role of Software Developer and Product Manager.
- Designed and developed a new feature for Microsoft's Cortana which leveraged Bing's internal architecture and had a focus on human-phone interaction as well as driving profits.

## **MIT Media Lab Undergraduate Research**

*Systems Developer & Software Engineer*

**Cambridge, MA**

Oct 2013-Jun 2014

- Created and implemented a daemon to create a completely new lighting control interface used for research.
- Developed a lighting controller in Unity to simulate research products of the Responsive Environments group.
- Created reliable C# & Java code to present research to sponsors and record essential research data.

## **MIT Information Services & Technology**

*Student Consultant*

**Cambridge, MA**

Sept 2011 - pres.

- Collaborated with sys. admins to troubleshoot the problems of thousands in the MIT community.
- Interacted with clients on the phone and in person to help resolve their MIT computing issues.
- Trained over half of a dozen newly hired consultants in MIT's network configuration and infrastructure.