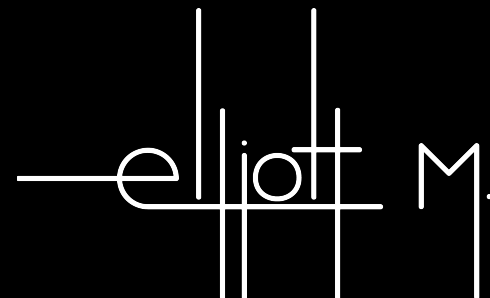


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Elliott A. Marquez



Education: Massachusetts Institute of Technology (MIT)

Candidate for Bachelor of Science in Computer Science
GPA: 4.4

Northside Health Careers High School

GPA: 99.333

Cambridge, MA

June 2016

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

- Developed a full-stack application affecting thousands of book publishers and hundreds merchandisers.
- Collaborated with Googlers to carefully design every aspect of the application (front-end & back-end).
- Created a standard method of development for a new technology to be used by my team.

Mtn. View, CA

May - Aug 2015

World Wide Web Consortium Undergraduate Research

Undergraduate Researcher Software Developer Engineer

- 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.

Cambridge, MA

Sept - May 2015

Microsoft - Bing

Intern

- 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.

Bellevue, WA

May - Aug 2014

MIT Media Lab Undergraduate Research

Systems Developer & Software Engineer

- 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.

Cambridge, MA

Oct 2013-Jun 2014

MIT Information Services & Technology

Student Consultant

- 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.

Cambridge, MA

Sept 2011 - pres.