Francisco Soto

ebobby@ebobby.org https://ebobby.org

Experience

Senior Software Engineer

Homeroom

Mar 2019 - Present

San Francisco, CA (remote)

- Optimized backend performance by 300% during peak time by redesigning our locking strategy and fine tuning our production environment resulting in higher sales with less infrastructure cost.
- Developed a CLI tool to create and deploy isolated testing environments which resulted in reduced total bug count and increased feature development and validation speed.
- Implemented a developer environment for increased developer productivity by leveraging vagrant, containers and virtual machines.
- Technologies utilized: Ruby On Rails, TypeScript, PostgreSQL, React, Redux.

Senior Software Engineer

CareZone

Jul 2015 - Dec 2018

Seattle, WA (Remote)

- Designed and implemented a data synchronization scheme between the application, physical pharmacy and warehouse to power an online pharmacy store.
- Improved application performance by implementing more efficient algorithms and optimizing our database queries resulting in better user experience.
- Technologies utilized: Ruby On Rails, Javascript, Go, PostgreSQL, React, Redux.

Founder

Hello Code

Apr 2014 - May 2015

Hermosillo, SON, MX

- Co-founded the company, made first hires, managed the team, secured angel investment and landed strategic partnerships.
- Designed and implemented Chopeo, a multi-tenant e-commerce service which grew to serve 250 small micro-business stores.
- Technologies utilized: Ruby On Rails, Javascript, Common Lisp, PostgreSQL.

Spacecraft Software

Spire Global, Inc

Aug 2013 - Nov 2013

Engineer

San Francisco, CA

- Implemented the radio module firmware for ground-to-satellite communications for Ardusat2 on a record-breaking four month design-to-implemention satellite project.
- Implemented an embedded linux deamon for process control and monitoring for Lemur-1.
- Technologies utilized: C, Python, FreeRTOS, Arduino, ARM.

Senior Software Engineer

Expensify

Feb 2013 – Jun 2013

San Francisco, CA

- Spearheaded the training of marketing and sales on the use of SQL by themselves resulting in improved targeted ads campaigns.
- Implemented new features and new bank integrations which increased the range of customers served.
- Optimized database queries by carefully profiling the application ensuring we conform to strict SLAs.
- Technologies utilized: PHP, Javascript, C++, MySQL.

Engineering Manager

INgrooves

Apr 2009 - Dec 2012

San Francisco, CA

- Managed and empowered technical teams on major company-wide projects.
- Bootstrapped the first version of an ebook distribution platform, INscribe Digital, bringing in a new revenue stream.
- Architected an album ingestion enterprise-grade system driving the distribution pipeline of thousands of the most sought after musical property in the world.
- Technologies utilized: C#, C++, .NET 3.5, SQL Server, IIS.

Senior Software Engineer

Nearsoft

Aug 2008 - Sep 2009

Hermosillo, SON, MX

- Developed a online real-time chat application by leveraging HTML, Javascript and XMPP powering the a haggling platform startup.
- Technologies utilized: PHP, C#, Javascript, MySQL.

Senior Software Engineer

Centro de Investigación y Desarrollo de Ingeniería Avanzada

Feb 2006 - Aug 2008

Hermosillo, SON, MX

- Implemented an image processing and analyzing application accelerating progress on a optical profilometry research.
- Lead a small team that developed a meat grade classifier that brought forward the state of the art in computer vision and improved mexican slaughterhouses processes.
- Implemented a prototype spectrophotometer for coffee bean roast measurement in an effort from local coffe roasting industry to innovate.
- Technologies utilized: C#, C++, .NET, Java, OpenGL, Matlab.

Personal Open Source Projects

- tracing.js (https://github.com/ebobby/tracing.js) Function tracing and debugging Javascript library. Javascript
- has-many-with-set (https://github.com/ebobby/has-many-with-set) A smarter way of doing many-to-many relationships in Ruby On Rails. Ruby On Rails
- simple-pathtracer (https://github.com/ebobby/simple-pathtracer) Simple path tracing project in Rust. Rust

Education

Hermosilo, Sonora

Universidad de Sonora

Aug 2001 | Dec 2005

• BS in Computer Science. GPA: 3.3

Skills

- Proficient: Ruby, Javascript, C, SQL, Linux
- Familiar: C#, Rust, Python, Java, Lisp, C++