

# Eduardo Monroy Martinez

eduardo.monroy.martinez@gmail.com • +1 415 792 7479 • [linkedin.com/in/eduardo-monroy](https://www.linkedin.com/in/eduardo-monroy)

## SUMMARY

- I'm a software engineer with 12+ years of experience across various industries, including game development and social networks
- I'm passionate about solving complex problems with simple, clean, and efficient solutions
- Known for my organizational skills, I excel at driving cross-functional projects, delivering high-quality code, and leading teams with a strong focus on product impact and user experience

## SKILLS

### Software Development & Engineering

- Web Application Development (JavaScript) – 9 YoE
- Game Development (C++) – 3 YoE
- Game Development (JavaScript) – 2 YoE

### Front-End Development

- Ember.js – 7 YoE
- Apache Cordova, jQuery, Backbone.js – 2 YoE
- Additional Skills: React, GraphQL, TypeScript, SQL, Python

### Technical Project Management & Leadership

- Technical Leadership – 5 YoE
- Collaborative Development (Git) – 11 YoE
- A/B Testing – 7 YoE
- SCRUM Leadership – 3 YoE

## EXPERIENCE

### Senior Software Engineer, LinkedIn (Apr 2020 – Present)

- Led the implementation of new features for Premium members using Ember.js, increasing the value of the subscription and improving the user experience
- Coordinated the launch of the new Premium Company Pages SKU by driving sync meetings between multiple teams, organizing bug bashes, prioritizing and fixing issues, and creating feature adoption dashboards, resulting in the timely release of the new SKU
- Led the web implementation of several Premium Company Pages features, including Writing Assistant for organizations, Visitor of the Day, and multiple contextual upsells, increasing the value of the SKU and improving retention and acquisition
- Led the web implementation and A/B testing of new Premium features, such as Expert Resume Review, Premium News, and Top Choice Job, resulting in increased engagement and retention
- Led the SCRUM process for multiple teams by setting up and driving meetings, managing Jira, and improving team operations, resulting in enhanced team efficiency
- Collaborated with Data Science as Premium Experimentation Champion, reviewing experiment setups, advising on ramp timelines, and analyzing readouts, which empowered engineers to act on data independently and improve experimentation outcomes
- Reviewed web code as web platform owner, maintaining the quality of the codebase and promoting best practices, resulting in higher code quality and platform stability
- Contributed to site-wide initiatives such as dark mode and responsive layouts, improving user experience and accessibility

**Software Engineer: Front-end + UI, LinkedIn (Oct 2017 – Apr 2020)**

- Worked as web developer for the Premium team, implementing new features for Premium members using Ember.js to increase the value of the subscription
- Developed the web version of features like Interview Prep, Resume Builder, Pivot Intelligence, and Objective-Based Buying, driving increases in subscriber acquisition, retention, and monetization
- Collaborated on sitewide initiatives to enhance the quality and performance of both production and test code, consolidating duplicate code and improving the stability of the test suite

**Software Engineer, Elevate Labs (Sep 2016 – Oct 2017)**

- Maintained and extended a C++ library powering the business logic for Elevate, a mobile brain training game
- Implemented the C++ API to support new features, including daily achievements, notification feed, weekly reports, and content review, boosting user acquisition and retention
- Refactored the library code for enhanced maintainability and extensibility, enabling faster development of new features
- Migrated content tests from Obj-C to C++, reducing test suite execution time and improving overall efficiency

**Co-Founder and Lead Front-End Developer, Furious Koalas (Oct 2013 – Aug 2015)**

- Led front-end development for a multi-platform mobile quiz game using web technologies, including HTML, CSS, JavaScript, jQuery, Backbone.js, and Apache Cordova
- Developed the user interface for features such as MMO gameplay, location-based rankings, in-game currency, notification feeds, private matches, custom contests, and power-ups
- Released the game on Google Play and the App Store, organizing prize-based contests at public events to drive user engagement

**Research Software Engineer, University of Castilla-La Mancha (Sep 2012 – Dec 2013)**

- Developed a platform for managing TV quizzes using the OGRE C++ game engine and CakePHP web framework as part of a CS thesis project
- Implemented features such as a CMS for questions, graphic overlays, buzzers, scoreboards, a production control panel, and a mobile app for real-time viewer participation
- Produced the 2013 edition of the Informatic Olympiads in Ciudad Real, enabling real-time participation from over 500 attendees

**EDUCATION****Bachelor of Computer Science, University of Castilla-La Mancha (2013)**

- Graduated with honors
- Thesis: *QuQuSI: Platform for the Comprehensive Management of Television Quizzes*
- Ciudad Real, Spain

**Expert in Game Development, University of Castilla-La Mancha (2012)**

- Final project: *Shadow City: Isometric Perspective Shooter*
- Ciudad Real, Spain

**Associate Degree in Computer Science, University of Castilla-La Mancha (2010)**

- Graduated with honors
- Ciudad Real, Spain