

# Joachim Valdez

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## EDUCATION

### CORNELL UNIVERSITY

BS in Computer Science

May 2015 | Ithaca, NY

College of Engineering

Cum. GPA: 3.29 / 4.3

### THE NORTH HILLS SCHOOL

Grad. May 2011 | Irving, TX

## LINKS

Github:// joachimvaldez

LinkedIn:// joachimvaldez

## COURSEWORK

### UNDERGRADUATE

Machine Learning

Information Retrieval

Natural Language Processing

Graphics + Practicum

Graphics (Graduate)

Artificial Intelligence +

Practicum

Unix Tools and Scripting

Operating Systems

Functional Programming

OOP (*Teaching Asst*)

## SKILLS

### PROGRAMMING

Proficient:

Java • Go • Shell • Python •

Objective-C •

JavaScript (Node.js)

Have used:

OCaml • C • C++ •

HTML/CSS/JavaScript •

Swift • Scala • Matlab •  $\text{\LaTeX}$  •

Assembly • GLSL • Expect

Familiar:

Android • PostgreSQL •

MySQL

## EXPERIENCE

### IBM CLOUD FOUNDRY CONTAINER NETWORKING | Software Engineer

January 2017 - Present | Durham, NC

- Open-source contributions to Cloud Foundry, a PaaS for app developers to manage/scale apps, microservices
- Allowed direct app-to-app networking across distributed containers
- Set up linux network devices to create virtual L3 overlay network
- Designed silk connectivity system to allocate subnet leases across cluster, mitigating against network partitions
- Wrote go-lang CLI and API server for developers to configure network access

### IBM BLUEMIX | Software Engineer

October 2016 - January 2017 | Durham, NC

- Spearheaded migration to Diego backend from deprecated DEAs for IBM Bluemix
- Migration affected over 225K applications in 3 environments with minimal outages
- Created tools to notify/email users of migration
- Reviewed Scala code for IBM OpenWhisk, a Bluemix application

### IBM CLOUD FOUNDRY DIEGO | Software Engineer

May 2016 - October 2016 | Durham, NC

- Wrote go-lang for Diego, the container runtime orchestrator that schedules applications
- Used Bosh to deploy Cloud Foundry tools to different IaaS, such as AWS, Google Cloud Platform, Softlayer

### IBM MOBILEFIRST | Software Engineer

June 2015 - May 2016 | Durham, NC

- Built a command line interface for developers to configure their mobile applications
- Created a automated test framework using Java and Expect/Tcl for testing user interactions with CLI
- Used Node.js, npm, grunt, Cordova, bash
- Eclipse plugin development for Eclipse ThyM

### HULU | iOS Software Engineering Intern

June 2013 - August 2013 | Santa Monica, CA

- iPad and iPhone software maintenance, UI design, testing
- Migrated and optimized iOS6 code to iOS7
- Added features such as new trays and list layouts to the iPad app

## PROJECTS

### DIME | Software Engineer

Summer 2014

- Created site that allows users to tip YouTube videos with Bitcoin
- Made use of YouTube, Google+, Facebook, Coinbase, Twitter APIs
- Used Python on Google App Engine, including NDB, webapp2, Jinja2
- Used JS libraries/tools like jQuery, Closure Compiler, Grunt, Handlebars.js