

Resume

Joe Cabezas Campos

Contact

E-Mail: joe.cabezas@gmail.com

Education

2005/03..2012/12
Software Engineer
B.S. in Computer Science.
Universidad Tecnica Federico Santa Maria

Languages

Spanish, Native.
English, Advanced, TOEIC Certifications (2007,2010).

Technical Skills

Programming Languages
Java, C#, Ruby, JavaScript, Python(2,7, 3.4+), C++, AS3, PHP

Control Version Systems
Git, Mercurial, SVN

Game Development Technologies
Unity3D (using C#), Mobage (ngCore), PureMVC,
Shader Forge (Unity3D), Unity Networking (UNET HLAPI)

Web Development Frameworks
Ruby on Rails, CakePHP, CodeIgniter

Databases
PostgreSQL, AWS Redshift, AWS DynamoDB, MySQL, SQLite

Work Experience

2015/03..Today
Software Developer Engineer
Amazon, Seattle, USA

2011/09..2015/01
Software Developer Engineer
Atakama Labs (studio of DeNA Japan)

2011/03..2011/12
Graduate Teaching Assistant.
Artificial Intelligence.
Universidad Tecnica Federico Santa Maria.

2011/02..2011/03
AS3, PHP Programmer.
Christys Hats.

2011/01..2011/02
PHP Programmer.
Bitbang Inc.

2010/06..2011/12
Research student for ALMA Project at Computer Systems Research Group (CSRG)
Member of the Artificial Intelligence in Astronomy Team (AIA)
Created a running environment for the array scheduler using evolutive algorithms.
(C++, Python)
Universidad Tecnica Federico Santa Maria.

2010/04..2010/06
AS3, PHP Programmer.

Burbano Interactive.

2010/03..2010/06

AS3 Senior Programmer.
Mancha Diseño Limitada.

2009/10..2010/02

AS3 Programmer.
OQO diseño.

2009/09..2009/10

JavaScript Programmer.
Mancha Diseño Limitada.

2009/02..2009/09

AS3, PHP Programmer.
Mancha Diseño Limitada.

2008/01..2008/02

VB for Applications Program Developer.
Metro S.A. (Chile)

2006/03..2006/12

Graduate Teaching Assistant.
Calculus, Physics, Software Design, Data Structures.
Universidad Tecnica Federico Santa Maria.

Open Source Contributions

websocket-client

websocket-client module is WebSocket client for python. This provide the low level APIs for WebSocket. All APIs are the synchronous functions.

Openkore

OpenKore is an custom client and intelligent automated assistant for Ragnarok Online.
It is a free, open source and cross-platform program (Linux, Windows and MacOS are supported).

Projects Details

2015/03..Today

Software Development Engineer
Amazon, Seattle, USA
Projects:

* [2015] Part of a team responsible for creating a new feature from scratch, we used technologies like AWS, DynamoDB, Redshift, and frameworks like Ruby on Rails and front-end like JQuery and Haml, we developed highly scalable services and fully testable code, using technologies like RSpec, I mainly used Ruby for coding.

* [2016] Part of a team responsible for creating a new feature for the mobile app, we have to create services using different technologies like AWS, DynamoDB and frameworks like Spring, we developed highly scalable services and fully testable code, using technologies like Junit, EasyMock, Mockito, Hamcrest, I mainly used Java for coding.

* [2018] Launched Amazon Spark [www.amazon.com/spark]

Amazon Spark is a place to discover things from people who share your interests. Whether you're looking for inspiration for home décor or seeking advice for the best long-distance running shoes, Spark makes it easy to discover (and shop) stories and ideas from a community that likes what you like.

I was part of the backend engineering team, which is responsible of all writing operations, distribution, processing, workflows orchestration, ingestion from other platforms, realtime data processing using AWS Lambda, interactions, moderation, metrics, and business reports.

2011/09..2015/01

Engineer
Atakama Labs (studio of DeNA Japan)
Projects:

* Star Wars: Galactic Defense

Game Developer Engineer, constructed a generalized skills system, UI scheme, frame based animation system developer using meshes, camera director developer.

* Royal Defenders

Game Developer Engineer, tiled maps importer system programmer using open source software, programmer of the path planning algorithm implementation, rendering pipeline developer, UI scheme, frame based animation system developer using meshes, camera director developer.

* Dungeons And Dragons: Arena of War

Game Developer engineer, created the input management system, UI scheme, 3D-2D transformations for the in-Game UI, camera director and special effects specialist.

* Backyard Monsters Unleashed

Game Developer Engineer, worked in the reimplementation of game in Javascript from scratch, made the critical pieces of the base framework, like maps, isometric API, event driven notifications, UI framework and rendering.

* iBlast Moki 2

Game Developer Engineer, Porting from iOS to Android using Mobage Platform (ngCore) in Javascript, porting of Physics Engine.

* Pocket Frogs

Internationalization interface.

Interests

Particularly interested in any aspect involving computer engineering like AI research and neural networks. As hobbies, I like to teach programming to people in my free time, mount home servers (linux based), work with Raspberry pi, 3d printing and general hacking, contributing to open source projects, speed solving Rubik's cube and write tutorials (most of them in <http://joecabezas.tumblr.com/>).