Resume

Joe Cabezas Campos

Contact

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E-Mail: joe.cabezas@gmail.com
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Education

```
Mar 2005 - Dec 2012
        Software Engineer
        B.S. in Computer Science.
        Universidad Tecnica Federico Santa Maria
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Technical Skills

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Programming Languages
        Java, C#, Ruby, JavaScript, Python, 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
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Relevant Work Experience

```
Mar 2015 - Today
        Software Developer Engineer
        Amazon, Seattle, USA

Sep 2011 - Jan 2015
        Software Developer Engineer
        Atakama Labs (studio of DeNA Japan)

Mar 2011 - Dec 2011
        Graduate Teaching Assistant.
        Artificial Inteligence.
        Universidad Tecnica Federico Santa Maria.

Jun 2010 - Dec 2011
        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.
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Open Source Contributions

```
JsFormat
        JsFormat is a javascript formatting plugin for Sublime Text 2. It uses jsbeautifier to
        format whole js or json files, or the selected portion(s).
        I created a new option I needed to allow spaces before line starters and make it the
        default option for retro compatibility.

websocket-client
        websocket-client module is WebSocket client for python. This provide the low level APIs for
        WebSocket. All APIs are the synchronous functions. I debugged the library using Bash for
        Windows.
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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).
        I Fixed a bug in the macro system caused by empty matches in the regular expressions.
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Projects Details

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Mar 2015 - 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, Ruby on Rails and front-end technologies like
                Jquery and Haml. We developed highly scalable services and fully testable code, using
                technologies like RSpec.

                * [2016] Part of a team responsible for creating a new feature for the Amazon Mobile App,
                I created highly scalable services using technologies like AWS, DynamoDB and frameworks
                like Spring with fully testable code, using technologies like JUnit, Mockito, EasyMock,
                and Hamcrest.

                * [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, I worked in the workflows systems handling the
                async nature of the user's interactions, I owned the metrics and analytic pipeline and
                worked with pm's to measure the business impact. I worked on moderation pieces and developed
                a framework for continuous deployment for AWS Lambdas using multiple accounts for different
                deployment stages.

Sep 2011 - Jan 2015
        Engineer
        Atakama Labs (studio of DeNA Japan)
        Projects:

                * Star Wars: Galactic Defense
                        Game Developer Engineer, I developed the Generalized Skills System, UI scheme, frame
                        based animation system developer using meshes, camera director developer.

                * Royal Defenders
                        Game Developer Engineer, tiled maps importer system using open source software,
                        I developed the path planning algorithm implementation, the rendering pipeline, 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
                        based on camera manipulations and shaders.

                * 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.
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Interests

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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/).
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