Joe Cabezas Campos

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WORK EXPERIENCE

Checkr Inc.   San Francisco, CA
Senior Software Engineer, Software Engineer   *Aug 2018 – Present*

- Built **Checkr Assess**, an award-winning automated decision-making product that lowered customer adjudication costs by 90%, reduced adjudication times by 70%, and unblocked 1.5+ million candidates in 2020 alone, development initiated as a side project, and within a year, the project emerged as the flagship product of the company, leading to the establishment of a dedicated team.
- Onboarded and mentored 4 new engineers to join the Assess team
- Developed the underlying engine after recommending a change of the current engine, the implementation resulted in a 600% improvement in processing times.
- Designed and developed a domain-specific language (DSL) named JsonLisp, which enables customers to formulate rules using modern programing language features and is JSON compatible, which empowered Checkr Assess customers to create highly intricate rules
- In recognition for the improvements of the engine and the language proposed I got promoted in 2021

Amazon   Seattle, WA
Software Development Engineer   *Mar 2015 – Aug 2018*

- Developed **Amazon Experts**, I used technologies like AWS, DynamoDB, Redshift, Ruby on Rails, Jquery, Haml, I developed highly scalable services, and fully testable code using RSpec and Webmock, launched at the end of 2015
- Developed **Amazon Spark**, I used technologies like AWS, DynamoDB, Redshift, Spring (Java), developed highly scalable services, and fully testable code using JUnit, Mockito, Easymock and Hamcrest, I worked on the workflows systems handling async user interactions, I owned the metrics and analytics pipeline and worked with PM's to measure business impact, Spark was launched on 2018 [https://www.amazon.com/spark]
- Developed a framework for continuous deployment for AWS Lambdas using multiple accounts for different deployment stages.

Atakama Labs (Studio of DeNA Japan)   Santiago, Chile
Software Development Engineer   *Sep 2011 – Jan 2015*

- Developed **Star Wars: Galactic Defense**, Developed the generalized Skills System, UI Scheme, a frame based animation system using meshes and camera director.
- Developed **Royal Defenders**, Developed the tile maps importer system using open source software, developed the path planning algorithm implementation, the rendering pipeline, UI scheme, frame based animation system and the camera director.
- Developed **Dungeons and Dragons: Arena of War**, created the input management system, UI scheme, 3D-2D transformations for in-game UI, built the camera director system and special effects specialist based on camera manipulations and shaders coding.
- Developed **Backyard Monsters Unleashed**, Ported code to Javascript from scratch, made critical pieces of the framework like map system, rendering, isometric API, the event driven notification system and the UI framework.
- Developed **iBlast Moki 2**, Port from iOS to android using the Mobage Platform ins Javascript, implementation of the physics engine.

SKILLS

Programming Languages
Java, Ruby, JavaScript, Typescript, Python, C#, C++, AS3, PHP

Web Development Technologies

Backend: Ruby on Rails, CakePHP, CodeIgniter, Kafka, Sidekiq, HAML

Frontend: ReactJS, Redux, Bootstrap, MaterialUI, IBM's Carbon Design System

Devops Technologies: Kubernetes, Helm, AWS EKS, Google GKE, Docker, ContainerD

Databases
PostgreSQL, AWS Redshift, AWS DynamoDB, MySQL, SQLite, MongoDB, Redis, InfluxDB

Game Development Technologies
Unity3D (C#), Shader Forge (Unity3D), Unity Networking (UNET HLAPI)

Education

Universidad Tecnica Federico Santa Maria   Santiago, Chile

B.S. in Computer Science   *Mar 2005 – Dec 2012*

Open Source Contributions

JsFormat | *github.com/jdavisclark/JsFormat/pull/24*

- 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.

Openkore | *github.com/OpenKore/openkore/pull/1110*

- OpenKore is a 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.

ESP8266 VU Meter | *https://github.com/joecabezas/esp8266_vu_meter*

- A volume unit (VU) meter also known as a standard volume indicator (SVI) built in C++ using client/server architecture.
- The server is a single device with a single MEMs microphone (sph0645) and a esp8266 microcontroller, it broadcasts volume data collected in realtime via UDP packets to all listeners clients in order for all clients to display the same data regarding of the distance of the sound source.
- The client is a RGB LED strip made of 144 WS2812b LEDs and an esp8266 that receives packets from the server and displays the values in the LEDs, coded in C++, the code supports VU meters, custom animations and error codes.

Soroban Trainer | *https://github.com/joecabezas/soroban-trainer*

- A training application I made to practice soroban, a traditional japanese abacus, built using jsvascript, ReactJS, Redux and react-redux, it reads summatory excersices outloud using the standarized Web Speech API via the SpeechSynthesis interface.

Interests

I am passionate learner who enjoys studying, sharing my knowledge and teaching programming in my free time, my personal projects on GitHub reflect my diverse interests including electronics, embedded systems, robotics, home automation, memory competition, rapid maths, soroban, Vim, video games development, Chrome extensions, hacking, artificial intelligence, computer vision, 3d printing coding, raspberry pi, home self-hosted servers, data logging and many others.

I share some of my personal projects on my blog: https://blog.k014.net/

which is also open source: https://github.com/joecabezas/joecabezas.github.io

References

Checkr Assess:

- https://checkr.com/blog/how-checkr-assess-can-help-you-convert-more-candidates-through-your-funnel
- https://checkr.com/blog/3-strategies-for-reducing-talent-acquisition-costs
- https://checkr.com/products/assess