MARCOS A. PENA
SOFTWARE DEVELOPER / THINKER / LIFE HACKER

SUMMARY, THE MOST IMPORTANT THINGS

In general, I'd describe myself as a passionate programmer, able to adapt to different tasks and environments, not afraid of facing challenges or address difficult situations that go beyond my programming skills.

I like to be pragmatic with my workflow, tools and code, keeping it *as flexible as possible and avoiding rigidity*.

My believe is that rather than her mastery of a language or tool,

a software developer is defined by her imagination and *ability to solve problems and bring ideas to reality*.

I strive to *continuously add value* to the projects and teams I'm involved with, and I always try to *reduce noise around me*.

"Markus truly is an outstanding programer, not afraid to dive into a programming language that is new to him and quickly create structured, reliable code."

— Cees de Gruijter, VP of Software Development, CoffeeCup Software

"Marcos is a great and passionate developer with an eye for the little details that make the difference."

—Guillermo Sanchez, Co-founder and CEO, Publitas.com

TEAMWORK

- Always trust them team and work hard so you can be trusted.
- Praise the team, not yourself. Blame yourself, not the team.
- Common sense, over personal ego.
- Facilitate options, don't dictate rules.
- Improve a team by merging with it, improving it from the inside, not by disrupting it from the outside.

COMMUNICATION

- Assertively show what you think, never impose and always show solutions.
- Make sure you understand what you are going to say before saying it.
- Creative conflict. Hold strong ideas than only change with an open conversation and not through imposition.
- Do not rush into judging. Wait, and perceive. Avoid narrow-mindedness.

ATTITUDE & VISION

- Be proactive with uncertainty, don't let it spread.
- Be aggressive with your challenges and problems and don't react to them.
- Grow by cultivating your virtues. Your skills will follow.
- Less is more. What you left out often has a stronger effect than what you put in.
- To understand is more important than to control.

EXPERIENCE, BY ROLE

OVERALL

- Git, Vim, Terminal, Mac OSX, *nix.
- TDD, BDD.
- Lean & Agile Software Development, Kanban, Scrum.

BACK-END

- Ruby, Javascript, PHP.
- Rails, Sinatra, Node, Express.js.
- MySQL, PostgreSQL.

FRONT-END

- Javascript, Coffee-script, CSS3, HTML5, ActionScript.
- Component.js, Backbone.js, jQuery, Prototype.js.

CONSULTING & COACHING

- Project Estimation & Planning.
- Project Coordination, Team Relationships.

EXPERIENCE, BY COMPANY & YEAR

FREELANCE / JULY 2012 - TODAY
—

Software Developer & Consulter

- Back-end & Front-end.
- Illustration.
- Consulting.

COFFEECUP SOFTWARE INC. / NOVEMBER 2009 - APRIL 2012
—

Software Developer & Project Coordinator

- Web Image Studio App *more info*
  2D drawing engine and Image Processing – ActionScript
  Application message API – Javascript
- Project Coordinator.

FREELANCE / JANUARY 2004 - JULY 2009
—

Software Developer & Consulter

- Website+CMS for local businesses.
- Consulting.

TRIXITAL / JANUARY 2004 - MARCH 2007
—

Software Developer & Co-Owner

- Website+CMS for local businesses.
- Consulting.

ACADEMIC EDUCATION

PROFESSIONAL FORMATION SCHOOL / 1999 — 2001
—

Information Technology Professional.

Undergraduate level study, alternative to college. Focused in getting your students ready for a real-life job rather than intensive academic studies.

ADVANCED PROGRAMMING COURSE / 2002
—

Computer Science & Computer Languages

Complete course on C language, extended to C++, Object Oriented Programming, Scripting and introduction to web programming (PHP).