Markus A. Stone

Software Developer

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twitter.com/yizzreel

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Professional Profile

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.

When I'm programming, I like to be pragmatic with my workflow, tools and code, living mostly in the terminal and using TDD in a reasonable way. I play well with tight deadlines because I learnt through the years to think more clearly about the challenges I face, to avoid unnecessary distractions and, above all, that most of the times less is more.

Rather than his mastery of a language or tool I strongly believe that a software developer is defined by his imagination and ability to solve problems and bring ideas to reality.

To me, the key for successful software is, along with the application of agile software methodologies, a combination of:

- Strong confidence. Trust your team skills as well as your own.
- Assertive communication. Show what you think, never impose and always show solutions.
- Common sense, over personal ego.
- Praise the team, not yourself. Blame yourself, not the team.
- Creative conflict. Have strong opinions that only change with a good and open conversation, and never through imposition (of other's ideas).
- Proactivity. Act and never wait. Be aggressive with your challenges and problems and don't react to them.
- Positive attitude. Even if things go incredibly wrong, smile.

> *"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.*
>
> *Between his peers, he assumes a team leader's role more or less naturally and has contributed significantly to effective use of the project reporting tools used in the company."*
>
> *Cees de Gruijter*
> *VP of Software Development*
> *CoffeeCup Software*

Experience

CoffeeCup Software Inc.
November 2009 - April 2012

Software Developer

Developer of 2D drawing engine for **Web Image Studio**
- ActionScript, Javascript
- Software design, internal structure and external APIs.
- Linear Algebra, Image processing, Colour Theory.

Project Coordinator
- Productivity, Task management/assignment
- Team relationship and communication

Coaching & Training
- Short talks and courses about Agile Methodologies, TDD, Git and Javascript.
- New technologies: Javascript, Coffeescript, Css3, HTML5, Node.js

Freelance
January 2004 - July 2009

Ruby / Rails Developer & Interface Designer

Back-end web development.
- Ruby, Ruby on Rails.
- Remote administration, maintenance and deployment.

Front-end web development
- Javascript, jQuery, Prototype.js
- Usability, Accessibility and UI analysis.
- Web design (HTML,CSS)

Project planning: writing, estimating, consulting and SEO.

Trixital

January 2004 - March 2007

Web Developer & Co-Owner

Intranets, extranets and corporate websites

Back-end web development.
- PHP5, Ruby, Ruby on Rails.
- Server administration.

Front-end web development
- Javascript, Prototype.js
- Usability, Accessibility and UI analysis.
- Web design (HTML,CSS)

Project planning: writing, estimating, consulting and SEO.

Sudespacho.net

2003

Junior Web Developer

Font-end & Back-end web development
- PHP, Javascript, Flash, HTML/CSS.
- Server admin: backups and source control.

Internal search engine: UI design and features (javascript).

Education & Courses

Professional Formation School

Degree — **Professional Specialised in Computer Science.**
1999 – 2001

Notes — Undergraduate level study, alternative to college. Focused in getting students ready for a real-life job first, teaching only the basic elements of computer science like Object Oriented Programming, System administration, History of Computer Science, Data Structure, Algorithms, Discrete Math.

"First, learn to be a professional, then, learn as you go".

Advanced Programming Course

Field — **Computer Science & Computer Languages (C, C++)**
2002

Notes — We started learning the C language with practical cases, compiling in the terminal. Then we moved to C++ with also practical cases using Visual Studio (Windows). We covered C and C++ programming using different tools (terminal and visual editor). Object Oriented Programming, shell scripting. introduction to PHP.

Additional Details

Favourite tools

Ruby, Javascript/Coffeescript, Git, Vim, Terminal, Mac OSX, Test Driven Development, Unix-based systems.

Familiar with

Python, C/C++, PHP, Smalltalk, Objective-C, Eclipse, Xcode, Textmate.

Personal "keywords"

Proactivity, Assertiveness, Adaptability, Optimism, Imagination, Creativity, Introspection, Patience.

Human Languages

English (Professional Proficiency)

Spanish (Native)