

# - Marcos Arias -

*Software Developer , Thinker, Life Hacker*



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## — PROFILE SUMMARY —

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 they mastery of a language or tool, software developers are defined by

their 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.
- Be careful with whatever you say. 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.



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## — EXPERIENCE —

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### OVERALL —

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

### BACK-END —

- Python, Javascript
- Python, FastApi, Starlette
- Node, Express.js
- PostgreSQL, Redis, MQTT

### FRONT-END —

- Elm, Javascript, Typescript
- TailwindCSS, Bootstrap

### COACHING —

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

### TWAVE SL — October 2014 - Today

#### *Data analysis dashboard*

- \* Elm (Frontend)
- \* CSS (Bootstrap)
- \* UI Design

#### *Asset management application*

- \* Elm + Tailwind CSS (Frontend)
- \* Python (Backend)
- \* UI Design (Figma)
- \* Design System (Figma)

### PULSE SL — July 2013 - October 2014

#### *Data analysis dashboard*

- \* Javascript (Vanilla, D3)
- \* Python (Backend)
- \* CSS (Bootstrap)
- \* UI Design

### 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.

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## — ACADEMIC EDUCATION —

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### 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).

