

MARCOS A. PENA SOFTWARE DEVELOPER / THINKER / LIFE HACKER

OPINIONS / CODE / CONTACT / MORE DETAILS

SUMMARY OF 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*.

TEAMWORK

- Always trust them team and work hard so you can be trusted.
- Praise the team, not yourself. Blame yourself, not the team.
- Success to help the team. Use failure to help yourself.
- Common sense, over personal ego.
- Facilitate, don't dictate.
- Younderstand is more important than to control.

COMMUNICATION

- Assertively show what you think, never impose and always show solutions.
- There are only two options: Truth and silence.
- Creative conflict. Hold strong opinions but always left the door open
- Do not rush into judging, wait and perceive. Avoid narrowmindedness.

ATTITUDE & VISION

- Se 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.

EXPERIENCE, BY ROLE

OVERALL

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

BACK-END

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

FRONT-END

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

CONSULTING & COACHING

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

EXPERIENCE, BY COMPANY & YEAR

FREELANCE / JULY 2012 - TODAY

Software Developer & Consulter

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

FREELANCE / JANUARY 2004 - JULY 2009

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Software Developer & Consulter

- Website+CMS for local businesses.
- Consulting.

COFFEECUP SOFTWARE INC. / NOVEMBER 2009 - APRIL 2012

Software Developer & Project Coordinator

Web Image Studio

2D drawing engine and Image Processing – ActionScript Application message API – Javascript

Project Coordinator.

TRIXITAL / JANUARY 2004 - MARCH 2007

Software Developer & Co-Owner

- Website+CMS for local businesses.
- Consulting.

EDUCATION OUTSIDE LIFE HACKING

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).

ADDITIONAL DETAILS OF SOME RELEVANCE

INTERESTS

LANGUAGES

Life Hacking.

English (Professional Proficiency)

Philosophy, Psychology.

Introspection, Assertiveness, Positivity.