# Markus A. Stone

*Software Developer*

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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.

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 always strive to continuously add value to the projects and teams I'm involved with by reducing *Muda*[1] around me.

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.

Teamwork

- Trust your team skills as well as your own.
- Praise the team, not yourself. Blame yourself, not the team.
- Common sense, over personal ego.

Communication

- Assertively show what you think, never impose and always show solutions.
- Creative conflict. Hold strong opinions that only change with a good and open conversation, and never through imposition (of other's ideas).

Attitude

- Proactivity. Act and never wait. Be aggressive with your challenges and problems and don't react to them.
- Grow by cultivating your virtues.
- Less is more. What you left out often has a stronger effect than what you put in.

*"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*

*"Markus is the kind of person that when the cat is in the tree, he just wait, trusting the cat's climbing skills, and solves the situation by doing nothing."*

*Guillermo Sánchez*
*CEO – Publitas.com*

## Experience

### Freelance

July 2012 - Today

*Software Developer / Consulter*

- Front-end: Javascript, CSS3, HTML5.
- Back-end: Ruby, Node.
- Illustration.
- Consulting & Coaching.

### 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.

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1 **Muda (無駄).** Japanese word for noise, superfluity or waste. Used in Kanban Lean Development.

## 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.

## 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 and Concepts

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

Test Driven Development, Lean Software Development, Kanban, Scrum, Elegant Software Design.

Familiar with

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

Human Languages

English (Professional Proficiency)

Spanish (Native)

Danish (Not yet...)