

MARCOS A. PENA SOFTWARE DEVELOPER / THINKER / LIFE HACKER

OPINIONS / CODE / CONTACT / MORE DETAILS

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*.

— 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.
- yes success to help the team. Use failure to help yourself.

 yourself.

 yes an example of the success to help the team. Use failure to help yourself.

 yes a success to help the team. Use failure to help yourself.

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 yes a success to help yes a success
- Common sense, over personal ego.
- Facilitate, don't dictate.
- Merge with, do not disrupt, a team.

COMMUNICATION

- Sassertively 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 narrowmindedness.

ATTITUDE & VISION

- Se proactive with uncertainty, don't let it spread.
- Se 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.
- FTDD, BDD.
- Lean & Agile Software Development, Kanban, Scrum.

BACK-END

- Rails, Sinatra, Node, Express.js.
- MySQL, PostgreSQL.

FRONT-END

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

CONSULTING & COACHING

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

[&]quot;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."

EXPERIENCE, BY COMPANY & YEAR

FREELANCE / JULY 2012 - TODAY

Software Developer & Consulter

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

FREELANCE / JANUARY 2004 - JULY 2009

Software Developer & Consulter

- Website+CMS for local businesses.
- Consulting.

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.

COFFEECUP SOFTWARE INC. / NOVEMBER 2009 - APRIL 2012

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Software Developer & Project Coordinator

- Web Image Studio App <u>more info</u>
 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.

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).