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# Education

**Graduate Studies:** 96 out of 100 GPA. Aug. 2011 – Dec. 2015. Graduate candidate of M.Sc. in Software and Information Technology (MST) at ITESM – Campus Monterrey. Graduated with honors: *Summa cum laude*.

Undergraduate Studies: 90 out of 100 Final GPA. Sep. 2004 – Dec. 2008. I graduated with a bachelor's degree in Computer Science Engineering (ICC) from "CETYS Universidad" Campus Mexicali.

# Work Experience

### Google - Software Engineer (June 2016 - Present) Alphabet Access

• Developed the automated cloud testing infrastructure for the ACS server

#### Appian - Senior Software Engineer (June 2013 - June 2016) Java, JUnit, GWT, CSS, Webdriver, CI, TDD, REST

- Developed a language feature for Appian's functional programming language, that allows a user to safely invoke side-effect functions that change the state of Appian or other systems.
- Enhanced a test framework for Appian's custom language, by reducing wait time for test feedback from 1 minute to a few seconds.
- Key contributor of the architecture, design & implementation of a web IDE for Appian's custom language.
- Used JAX-RS to build REST services that were then consumed to provide dynamic Uls.
- Built Java middle-tier, GWT front-end and CSS look & feel to provide responsive Uls.

## Phoenix Analysts® - Software Developer (Feb 2010 - Jul 2011) C#, .Net, MS-SQL, ASP.Net, MSBuild

- Developed back-end data analysis software that intercommunicate servers and databases, and a front-end for those applications.
- Key participant in the design and sole implementor of a web application that consolidates data from 95 different servers in a Nation Wide Intranet, into a single AJAX-enabled executive level drillable report.

### Gameloft - World Online Team (Sep 2009 - Dec 2009) Linux, Apache, MySQL, PHP

• Enhanced and maintained servers, databases and online client functionality for internet-enabled mobile games.

#### Gameloft - Programmer (Sep 2008 - Aug 2009) Java, JavaME, SVN

- Game development for mobile devices.
- Major projects include two online multiplayer games that use HTTP and TCP/IP, those successes lead the studio I worked at to receive a wider range of device-specific projects and more networked game projects.

### Major Projects

**Jedi Factory** This project helps the user learn CS fundamentals by asking of him to code methods that must pass tests specifying the behavior of algorithms and data structures. *Ruby, Continuous Integration, TDD* 

**Dependency Locator** An implementation of the Service Locator pattern, it provides an easy to use C# API for setting up dependencies; it's non-intrusive and eases modular development. *C#*, *Net*, *NUnit*, *Design Patterns* 

Master's Degree Thesis Automated object-oriented design quality assessment by means of code analysis. I developed a tool that extracts object-oriented design facts from a program, and uses them to create a meta-model, which is then evaluated using user-defined rules. *C#*, .Net, IronRuby, NUnit, TDD, Continuous Integration

**NVerify** An API library that wraps NUnit assertions in order to provide an expressive API for writing unit-tests. *C#, .Net, NUnit, TDD* 

Technical Skills<sup>1</sup> 3 - Professional 2 - Working Knowledge 1 - Only studied/Rusty

	Languages		Frameworks	Databases	Trends & Practices	Misc	
_	• C#: 3	• PHP: 1	• ASP.Net: 2	• MS-SQL: 1	• 00 Programming: 3	• AJAX: 2	
	• Java: 3	• C++: 1	• .Net: 2	<ul><li>MySQL: 1</li></ul>	• Automated Testing: 3	• Git: 3	
	• JavaScript: 2	• VB.Net: 1	• jQuery: 1		• Design Patterns: 3	• SVN: 2	
	• SQL: 2	• Python: 1	• Java EE: 2		• TDD: 2		
	• HTML: 2		• Rails: 1		• Virtualization: 1		
	• Ruby: 2				• Continuous Integration: 2		
	• C: 1				• Functional Programming: 2		

## Languages

Spanish (primary), English (fluent written and spoken).

## Membership, Awards and Leadership

- Member of the Association for Computer Machinery (ACM) (Since Oct. 2011)
- PSP® Certified Developer, by the Software Engineering Institute (Since Oct. 2011)
- IBM® DB2 Academic Associate: DB2 Database and Application Fundamentals (Since Nov. 2012)

<sup>&</sup>lt;sup>1</sup>Technology with which I've only played with (very simple usage) is not listed here.