

# Marcel Valdez Orozco

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**Ohloh Profile:** <https://www.ohloh.net/accounts/marcelvaldez> (summary of all my open source projects)

**GitHub account:** <https://github.com/marcel-valdez>

**LinkedIn account:** <http://www.linkedin.com/in/marcelvaldez>

## Education

**Graduate Studies:** 96 out of 100 Current GPA. August 2011 – May 2013 (expected)  
M.S. in Software and Information Technology (MST) @ ITESM – Campus Monterrey

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

**Spanish:** It is my primary language. I have excellent above average reading and writing skills.

**English** (613 points TOEFL). I feel confident enough to say I have 100% English writing skills and about 90-95% spoken.

**French:** I am 60% fluent at speaking, and 50% skilled at writing it. Studied it for 3 semesters in 2004-2005.

## Work Experience

**Phoenix Analysts® - Software Developer** (Feb 2010 – Jul 2011)

From February 2010 to July 2011, I was a research and development software engineer at Phoenix Analysts®, primarily developing backend data analysis applications that intercommunicate several servers and SQL databases, and a front-end for those applications.

Design and implementation of a multi-server application that consolidates data from 100 different servers in a Nation Wide Intranet, into a single executive level report in an AJAX enabled tree-like viewable structure with multiple level grids, through an intranet website.

**Gameloft – Programmer** (Sep 2008 – Dec 2009)

I did application development for mobile devices, including two online multi-user applications that use JavaME, HTTP, PHP and TCP/IP technology through mobile and static networks. (Sept. 2008 – Aug. 2009)

From Aug 2009 to Dec 2009 I was transferred to a position in the Gameloft World Online Team to enhance (PHP) and maintain servers (Linux), databases (MySQL) and online client functionality for internet-enabled mobile applications (JavaME, Android, iOS), due to outstanding performance in network programming.

**CETYS – Intern** (Aug 2007 – Dec 2007)

Developed a database and GUI for the administration of vehicle loaning in "CETYS Universidad", the university I attended. The database engine used was MS-SQL 2008 and the GUI was written with C# .NET.

## Major Projects

Creator of several open source projects:

- [Algorithms & Data Structures with Ruby using TDD](#) (Sept 2012 – Present): This project helps the user learn CS fundamentals by asking of him to code methods that must pass tests that specify the behavior of fundamental algorithms and data structures. *Ruby, Continuous Integration, TDD, Computer Science.*
- [Dependency Locator](#) (Mar 2010 – Present): 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.*
- [Testing Tools](#) (Jan 2012 – Present): An API library that wraps NUnit assertions in order to provide an expressive API for writing unit-tests. *C#, .Net, NUnit, TDD.*
- [Dynamic Proxy](#) (aka AutoProxy, Dec 2011 - Present): It is an automatic proxy creator, meant to wrap objects in order to make them testable, mockable, or substitutable by wrapping them with an interface. *C#, .Net, NUnit, Reflection, Design Patterns.*
- [Component Oriented Project](#) (Sept 2011 – Dec 2011): It is a prototype for component-oriented programming in .Net: A web turn-based card game. I used my Dependency Locator to isolate/compose the components. *C#, .Net, Modularity, Design Patterns.*
- [Scrum Handler](#) (Feb 2012 – May 2012): A prototype for managing a project using the Scrum Methodology. *C#, ASP.Net, DevExpress, NUnit, Scrum.*

They are at GitHub: <http://bit.ly/WdoZRd> and Assembla: <http://bit.ly/SCbFTc>. They are the most fun I have had.

**Master's Degree Thesis:** (Jan 2012 – Present):

My master's degree thesis is on automated object-oriented design quality assessment by means of code analysis. As part of the research project, I will develop a tool that will extract object-oriented design facts from a program's code, use them to create a meta-model, and then evaluate it, using problem-specific user-defined weighed-rules. This tool will assess the quality of the object-oriented design of many programmed solutions to the same specific problem.

## Technical Skills

**Note:** Technology with which I've only played with (very simple usage) is not listed here, since such a list wouldn't fit here.

### Skill:

**3.0 – Ninja** (beyond professional level)

**2.0 – Good** (professional level)

**1.0 – Average** (enough for simple solutions)

### Programming languages:

- C#: 3.0
- Java: 2.0
- JavaScript: 2.0
- SQL: 2.0
- HTML: 2.0
- Ruby: 1.5
- C: 1.0
- PHP: 1.0
- C++: 1.0
- CSS: 1.0
- VB .Net: 1.0

### Frameworks

- ASP.Net: 2.0
- .Net: 2.0
- jQuery: 1.0
- Java EE 6: 1.0
- Rails: 1.0

### Database Technology:

- Microsoft SQL Server: 2.0
- MySQL Server: 2.0

### Current Trends and Practices:

- Network Programming: 2.0
- Object Oriented design patterns: 2.0
- Object-Relational mapping: 2.0
- Automated testing: 2.0
- Virtualization: 1.0
- Continuous Integration: 1.0

### Misc. Technologies

- AJAX: 2.0
- SVN: 2.0
- Git: 2.0

## Awards and Leadership

**PSP®** Certified Developer, by the Software Engineering Institute (Oct. 2011)

**IBM® DB2** Academic Associate: DB2 Database and Application Fundamentals (Nov. 2012)

### Conferences Attended:

I am one of the 5 graduate students, and the only Master's Degree program student, in Tec de Monterrey to be given by Microsoft and CONACyT a grant to attend the **Latin American Faculty Summit 2012 - Microsoft Research** in Riviera Maya, Cancún.

### Undergraduate Studies:

I was one of the two programmers of the winning entrepreneur project IMPULSA; we created an **internet-enabled** homework & grade consulting **desktop application** in C# that interacted with the **Blackboard®** web platform. Sadly, I lost that code :(