Mark Cerqueira

Engineering Leader

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Professional Experience

Twitch   *San Francisco, California*

DIRECTOR OF ENGINEERING   *July 2021 - Present*

- Led an org of 21 people with two managers responsible for Mobile Platform (a core infrastructure team), Viewer, and Community.
- Directly managed the Mobile Platform team including defining vision and developing roadmaps to advance mobile development at Twitch.
- Delivered initiatives such as a macOS EC2 Migration for iOS CI / CD, GraphQL Query Batching support in Apollo, Client Resilience and Availability, and Real-Time Monitoring and Alerting.
- Proposed and spearheaded establishing Twitch's apprenticeship program.

SENIOR ENGINEERING MANAGER   *April 2018 - July 2021*

- Managed a team of 12 Android and iOS Engineers on 100+ Twitch Viewer and Community infrastructure and feature projects.
- Planned, organized, reviewed technical design, managed execution and risks with cross-functional teams consisting of over 300 people.
- Delivered key initiatives like Phone Number Signup and Channel Points by collaborating with both engineering and non-engineering partners on requirements gathering, design, implementation, testing, release, and maintenance.
- Doubled the size of the iOS team in half a year. Hired, mentored, and converted two interns into full-time roles.
- Formed a company-wide Leadership Book Club: a monthly meeting to discuss leadership and management books.

SENIOR SOFTWARE ENGINEER   *April 2017 - April 2018*

- Developed features for Ads, Clips, Creator, and VOD on both Android and iOS.
- Developed a Kotlin DSL-style framework for UI testing on Android.
- Led initiatives to improve documentation, continuous integration, build times, tracking validation, and real-time monitoring and alerting.

Evernote   *Redwood City, California*

SENIOR SOFTWARE ENGINEER   *November 2014 - April 2017*

- One of eight Android engineers building a delightful app for note-taking, organizing, and archiving everything used by millions.
- iOS development (Objective-C & Swift) on key features including Google Sign-In and a server-driven message delivery library.
- Led community-building events: emcee for company-wide demo days, coding workshops for non-engineers, and Hack Week planning.

Smule   *San Francisco, California*

SOFTWARE ENGINEER   *August 2010 - August 2014*

- iOS development (2010 - 2012) and Android development (2012 - 2014) on Ocarina, Magic Piano, Magic Fiddle, and Sing Karaoke.
- Managed and improved continuous integration and release engineering for Android and iOS.

Education

Princeton University   *Princeton, New Jersey*

B.S.E. WITH HONORS IN COMPUTER SCIENCE, CERTIFICATE IN SPANISH AND PORTUGUESE | GPA: 3.80   *2006 - 2010*

Technical Projects

ChuckPad enables users to create, curate, and share code from music programming environments. Developed the Sinatra server, iOS SDK, suite of unit tests, and Docker image for rendering ChucK patches. Co-author of paper published in New Interfaces for Musical Expression 2017.

SoundCraft enables real-time data gathering from a StarCraft 2 game, allowing for musical interpretation of the game in novel ways. Led development of the data parser and was first author of the paper published in New Interfaces for Musical Expression 2013. Learn more at mark.gg/soundcraft.

Laptop Orchestra Network Toolkit (LOrkNeT) measures and evaluates network conditions for live computer music performance. LOrkNeT was used to identify and remedy issues affecting the Princeton Laptop Orchestra. Learn more at lorknet.cs.princeton.edu.

Fun Facts

- Active blogger about video games, food, books, technology, and management on mark.gg since 2013.
- Led workshops on mobile computing at Stanford University and Gray Area Foundation for the Arts. Guest speaker at General Assembly SF.
- Fluent in English and Portuguese, conversational in Spanish, scrappy Mandarin.
- Enjoys running. Personal record: ran the Big Sur Half Marathon in 1:36:30.
- Undisputed champion of the BaseTradeTV StarCraft 2 Sponsor Showdown. Carriers aficionado.