Marcos Minond

https://minond.xyz
https://github.com/minond

Summary

I'm a software engineer with over a decade of experience. I specialize in creating performant, scalable solutions that exceed user expectations. I'm deeply passionate about software design and architecture, distributed systems, and PLT. What I value most from my place of work is: the people that I work with, the products and services we're providing, and the technical challenges we're solving.

Skills

Python, Scala, Java, Racket, Ruby, Go, TypeScript/JavaScript, Elm. Bash, Linux, CI/CD. Experienced in web application development, software design, system architecture, compilers, parsing, code generation, distributed systems, observability and monitoring. Proficient in database and query optimization techniques. Strong project management capabilities, excellent mentorship and team leadership skills.

Volunteering

Organizer & Instructor, *Utah Department of Workforce Services, Refugee Center*   *2016 - Present*

I organize and teach CS classes for refugees, focusing on accessibility and engagement for a diverse audience with varying levels of technical knowledge. Collaborate with state employees, community leaders, and students to understand students' needs and adjust teaching methods accordingly. Mentor individuals and help them pursue further education and career opportunities.

Experience

Staff Software Engineer, Platform Lead, *Voze*   *October 2023 - Present*

Software Engineer, Freelance, *Minond, LLC*   *January 2023 - October 2023*

Staff Software Engineer, *MX*   *April 2018 - December 2022*

- Technical lead to over a dozen backend and frontend engineers in the design and development of MXinsights, a financial feed product serving over 7 million users at the time of my departure. This product helped us to break into a new market by securing a contract exceeding $3 million with one of Canada's largest banks.
- Member of the Enterprise Technical Office group where I dealt with high urgency client requirements and advised in project architecture and problem solving platform-wide.
- Conceived and led initiative to improve our client's developer experience, shortening part of the implementation process from an average of two weeks down to 6 hours. This included building SDKs for major mobile platforms. Evangelized this team's solutions and enhancements to internal and external parties.
- Optimized critical endpoints, reducing average response times from 100ms to under 10ms. These endpoints served as the backbone for the entire platform and are used by all of our products.
- Played an active part in shaping our platform as both an individual contributor and a mentor to individuals and teams designing and developing solutions for a rapidly evolving industry and ecosystem.

Software Engineer, Freelance, *Minond, LLC*   *May 2017 - April 2018*

Software Engineer, Tech Lead, *Domo, Inc.*   *December 2014 - May 2017*

Software Engineer, *InsideSales.com*   *January 2012 - November 2014*

Implementation Team Member & Manager, *InsideSales.com*   *January 2009 - December 2011*

Education

Utah Valley University, *BS, Computer Science (Incomplete)*   *2009 - 2013*