

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, *Spring Health* December 2024 - Present

Staff Software Engineer & Director of Engineering, *Voze* October 2023 - December 2024

My time at Voze was brief but eventful. I was initially hired as a Staff Software Engineer to design and build a modern platform for the new product. However, about a month into my role, financial challenges required us to pivot to maintaining and improving the nearly 20-year-old legacy product.

I was later promoted to Director of Engineering, overseeing the engineering team while maintaining a hands-on technical leadership role. My focus remained on delivering new features, improving the legacy Java Spring application, and implementing better coding standards to enhance product quality and developer experience/productivity.

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

I've engaged in diverse projects encompassing personal initiatives and contract work. My primary focus has been on building a carbon footprint application for a client, where I have played a pivotal role in the design, development, and deployment of the application.

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

I did lots of things while at MX, including leading a team of over a dozen engineers to design and develop MXinsights, a financial feed product serving over 7 million users and securing a \$3 million contract with one of Canada's largest banks. As part of the Enterprise Technical Office, I tackled urgent client needs and provided platform-wide architectural guidance.

I also led a developer experience initiative that cut implementation time from an average of two weeks down to six hours by building SDKs for major mobile platforms and promoting solutions to internal and external stakeholders. Additionally, I optimized critical platform endpoints, reducing response times from 100ms to under 10ms. Beyond these efforts, I contributed as both an individual contributor and mentor, helping teams design scalable solutions for a rapidly evolving industry.

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