

Martín Paulucci Cornejo

Curriculum Vitæ

Contact Information

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- **GitHub:** github.com/sammla
- **Technical Blog:** medium.com/@sammla_

Education

- 2006 - 2013 **Computer Engineer**, *Buenos Aires University*, Buenos Aires, Argentina.
- 2000 - 2005 **Science and Math**, *Goethe Schule*, Buenos Aires, Argentina.
- Deutsches Abitur (German high school degree).
 - Sprachdiplom I & II.

Work Experience

- July 2012 - **Web Developer**, *Willdom SA*.
- September 2013 Main developer of Acekia.com, a test management tool. Build with: AngularJS, node.js (Express), CoffeeScript, d3.js, MongoDB (mongoose), Twitter Bootstrap, Heroku, GitHub.
- October 2011 **Web Developer**, *Freelance*.
- February 2012 Development of a construction management application, using Python, Django, PostgreSQL, JQuery, Mercurial, nginx.
- August 2010 - **Software Developer**, *Intelligenx Inc*.
- August 2011 Development of local search sites:
- PaginasAmarillas.com & GuiaMais.com: Java, Maven, SVN, Windows Servers, Discovery Engine, JUnit, XML.
 - YaSabe.com: Java, PHP, MongoDB, SVN, Maven, Bash Scripting, Linux Servers.
- March 2009 - **Web Developer**, *Xinergia*.
- September 2009 Development of Web Applications. PHP, HTML y JavaScript, Linux, Subversion, MySQL, Eclipse.

Teaching

- May 2010 - **Teaching assistant**, *Buenos Aires University*.
- December 2010 Teaching assistant at “Algorithms and Programming II” course. Correction of exams. Group monitoring. Some topics covered were: data structures(lists, trees, graphs) and OOP.

Other Works

June 2013 - **Invisible.js**, github.com/invisiblejs/invisible.

Present Isomorphic Web Framework written in JavaScript. It lets the programmer define domain models once and use them indistinguishable on the server (nodejs) or client (web browser). Its build on top of Express framework, and has MongoDB and socket.io integration.

July 2012 **Django Bootstrap Starter**, github.com/sammla/django-bootstrap-starter.

Seed for a Django application that uses Twitter Bootstrap and other popular libraries.

June 2011 **pygo1963**, code.google.com/p/pygo1963.

Atari Go client developed with Python. Engine with Alpha Beta pruning, communication protocol with subprocesses and sockets, GUI build with PyGame.

Languages

Spanish **Native**

German **Advanced**

English **Advanced**

Technical Skills

Programming Bash, C, C++, CoffeeScript, HTML/CSS, Java, Javascript, PHP, Python.

Methodologies Análisis y diseño OO, Extreme programming, SCRUM, Refactoring, Design Patterns, UML.

Web AngularJS, Express, Django, Twitter Bootstrap, grunt, jquery, mocha, mongoose, passportJS, socket.io, grunt, bower, less, heroku, apache, nginx.

Databases MongoDB, MySQL, PostgreSQL.

Tools archlinux, Ubuntu, Windows, Git, SVN, Mercurial, L^AT_EX, Sublime Text, Eclipse