Daniel Martí

Education

2012 - 2016 B.S. Computer Engineering, UPC BarcelonaTech, Barcelona.

(expected) Specializing in Computing (Theory of Computation, Algorithms, Artificial Intelligence, Compilers)

Experience

Feb 2016 Research Associate, Newcastle University, Newcastle, UK.

Jul 2016 • Joining a research group dedicated to concurrent computing and graph theory in Haskell

• Doing my undergrad project in the design of concurrent circuits

Jun 2015 Software Engineering Intern, Google, Mountain View, California.

Sep 2015 • Working on Kubernetes, the open source container cluster manager written in Go

• Introduced cluster usage metrics having scalability and the scheduler in mind

Helped port the project to Go 1.5 fixing a number of data races

May 2014 **Developer**, *Tor Project*.

May 2015 • Started contributing as part of Google Summer of Code 2014

• Reduced 100x its network maintenance load by coding a near-linear time diff algorithm for consensuses

• Wrote C code with an emphasis on security and simplicity including unit tests and benchmarks

Feb 2013 Main Developer, F-Droid Project.

present • Widely known open source app distribution system with over 80k regular users

• Over 6k commits mostly working on the client (Android) and the server (Python)

• Did a FOSDEM'14 main track talk on the challenges and future of the project

Feb 2013 Research Associate, UPC Barcelona Tech, Barcelona.

Oct 2014 • Reduced 10x the upgrade time of hundreds of OpenWRT nodes and automated the whole process

Jul 2013 **Technical intern**, Free Software Foundation Europe, Berlin.

Aug 2013 • Wrote python scripts to automate newsletters and press releases

Side projects

2015 interfacer - Go - A linter that suggests interface types

2015 xurls - Go - Extract urls from text using regex expressions

2015 accesspoint - Java - Manage wireless access points in Android

Awards

PennApps First place at the winter edition of PennApps with an Android app that makes anyone a cardiac

Jan 2015 arrest first responder and life saver

WIPJam First place at the Intel CCF Hackathon at MWC 2014 by writing a peer-to-peer poker app for

Feb 2014 Android using their wireless framework

Programming languages

Comfortable Go, C, Python, Shell

Familiar Haskell, Java, C++, Lua

Skills

VCS Experienced with Git - branches, release workflow, rebasing, conflicts, etc

Systems My server has been hosting my own e-mail, web and messaging services since 2012

Teamwork Written production software as part of large globally distributed teams (F-Droid, Tor, Kubernetes)

Languages Native in Catalan and Spanish, proficient in English, limited in French