

SOFTWARE ARTISAN

Holistic thinker with experience in the execution of projects involving the design, implementation, and sustainability of systems interweaving humans and technology, exploring the limits of what is possible, and making it a reality for everyone.

PROFILE

- Experienced developer with the ability to bridge the technical and humanistic communities.
- Self motivated achiever with a perseverant attitude aimed at steering technology for the common good.
- Recognized Free Software contributor and advocate.

TECHNICAL EXPERTISE

- Long trajectory in promoting and developing solutions based on GNU/Linux platforms and other Free Software technologies for the Web and Desktop.
- User-centered interface designer with a focus on learning environments.
- Meticulous systems administrator with experience in critical enterprise systems.
- Proficient in several computer languages, such as Python, PHP, Javascript, Shell, HTML, etc.

OTHER RELEVANT EXPERTISE

- Leadership in decentralized projects.
- Experience giving workshops to children and adults.
- Assessment of requirements, drafting of specifications, technical evaluation.
- Persistent community building: organizing events, conferences, and setting up online tools.
- Systemic approach and conflict resolution skills.
- Have spent long periods off grid in communities in the Amazon region

WORK EXPERIENCE

Systems Administrator. PublicLab.Org, USA. Sep 2015 – .

- I am responsible for maintaining platforms and servers related to citizen environmental science and monitoring.

Developer. Arbio Perú, Madre de Dios, Sep-Oct 2015.

- Developed a system for projecting locations for an agroforestry plantation of N crops distributed according to set of rules / parameters.

Lead Developer: “Peru Learns English”. Ministry of Education, Peru. Dec 2014 – Feb 2015.

- Delivered spaced repetition flashcard vocabulary learning software, including 3 embedded games and selected video content, under the GNU GPLv3 license.

Workshop Facilitator: “Artisan Videogame Programming in Python”. OLPC / ANSPE / Town Hall of Chia, Colombia, 2014

- Taught Python to children 10-12. Delivered 5 complete games.
- Developed and published sprite based python learning environment.

Mentor “Google Code In 2013”. Sugar Labs Project

Co-Mentor “Google Summer of Code 2012”. Sugar Labs Project

Technical Leader / Buildmaster. Ministry of Education, Peru. 2012 – 2013.

- “Hexoquinasa” Localised Updated Operating System Images for the XO laptop.

“Core Admin”. Infrastructure Team. Sugar Labs Project – 2012 – *ongoing*.

- Team of 3 core admins in charge of all project's websites and other services, including xen hosts, several wikis, gitorious, trac, wordpress, etc, etc.

Co-coordinator Platform Team. Sugar Labs Project – 2011 – *ongoing (dormant)*.

- Co-designed and implemented the Sugar Network project, and the Harmonic Distribution projects.

Oversight Board Member. Sugar Labs Project, Software Freedom Conservancy (SFC), USA – 2010-2012.

Technical Consultant. Grupo de Análisis para el Desarrollo (GRADE), Perú – 2012 – 2013.

- Delivered data collection and filter scripts for the XO laptop

Technical Consultant. IADB Inter-American Development Bank – 2010, 2011 y 2012.

- Delivered monitoring software for the XO laptop
- Delivered offline surveying software for the XO laptop

Sugar Activity Specialist. Activity Central LLC, USA – 2011 .

- Converted many Sugar activities to new toolbar design
- Developed first prototypes of Web-technologies-based Sugar activities.

Co-founder & “Hacker Master Learner”. Research & Development (R&D) Team “SomosAzucar.Org”, Perú – 2009 *ongoing*.

- Promotes Libre technologies in public schools
- Pushed Quechua and Aymara system locales to glibc project
- Kickstarted translation marathons into local languages
- Set up and maintain long standing web presence including blog, wiki, tracker, educational social network, mailing lists, IRC channel, etherpad, continuous integration service (Jenkins), etc.

Associate Researcher. Escuelab, Perú – 2009 *ongoing (dormant)*.

Founder. Iniciativa Ciudadana Fuente Libre. Perú – 2007 - 2008.

Global Application Support Engineer. ISI Emerging Networks, Chile – 2006 a 2007 .

- Entered as developer. Was promoted to Global Application Support team and put in charge of a massive Autonomy based search engine comprising 30 machines in a cluster.

Web Developer. Dendritas Ltda, Chile – 2003 - 2006.

- Part time professional level assorted back/front web development

Teaching Assistant. Pontificia Universidad Católica de Chile, 2002 – 2005

- I gave social psychology and systemic theory, as well as introductory

- psychology and philosophy.
- Maintained course websites and collaboration server.
- Facilitated data collection for faculty researchers (surveyor software).

WORKSHOPS AND CONFERENCES

“El Arte de la Programación de Videojuegos” SugarCamp Chía 2014

“Pedagogía del Oprimido: Software de la Liberación” FLISOL, Bogotá, Colombia, June 2014.

“Crowdsourcing y Open Data” Workshop. International Land Coalition / CEPES, Lima Peru, June 2012.

“WebSDK: Desarrollo ágil de Actividades para Sugar” Sugar Camp, Lima Peru, November 2011.

“Software de la Liberación” TEDx Tukuy, Lima Peru, August 2011.

“Arte con la Tortuga” Campus Party, Bogota Colombia, July 2011.

“Herramientas de la Comunidad” EduJAM developer summit, Montevideo Uruguay, May 2011.

“Proyecto Malla”. Miski Pachamama - Sugar Camp, Puno Peru, June 2010.

“Pedagogía del Oprimido” USMP Software Freedom Day, Lima Peru, September 2009.

“Taller de Desarrollo de Sugar” UMSA La Paz Bolivia, February 2008.

EDUCATION

- Course: *“Designing a New Learning Environment”* - **Stanford Venture Lab** (MOOC)
- Course: *“Gamification”* **U. of Pennsylvania, via Coursera** (MOOC)
- Undergraduate Studies (*no degree*):
 - Psychology* at the **Pontificia Universidad Católica de Chile** 2001-2005
 - Engineering* at the **Universidad de Chile** 2000
- Primary & Secondary School at Deutsche Schule Santiago , Chile 1999.

LANGUAGES

- Spanish: native
- English: fluent
- German: fluent
- Portuguese: advanced

OTHER

- Karate-Do instructor (2° Dan)
- Student of Ayahuasca Vine in the Santo Daime tradition