SERGIO SABORÍO T.

COMPUTER ENGINEER

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-a	ucation
Lu	ocunon

Udacity

Android Developer Nanodegree

2015 - 2016

Instituto Tecnológico de Costa Rica (ITCR/TEC)

Licentiate Computer Engineer

2009 - 2015

Skills

OS: OS X, Windows, Linux,	Languages: Spanish, English,	Programming: C/C++, C#, Java,
Android, iOS	Portuguese (basic), German (basic)	Python, Assembly
Android Application Development	DB: SQL, no SQL	Data Structures & Algorithms
Git	Agile Development	Software Design

Projects

Going on App

https://github.com/Giao8/MovilesGoingOn

2015 - Present

- Work in progress: Android App for phones that allows users to learn about new events in the city; private project.
- Developed back-end using Microsoft Azure for cloud storage, Git for version control, SQL database (personally designed), and external API services from Google Maps, Facebook and Waze.
- Coded for Android phones, using Eclipse IDE and Android Studio in Windows, OS X and Linux environments.

Pizuicas

https://pizuicas.com/

2015 - Present

- Work in progress: e-commerce site focused on original pre-designed 3d printed products.
- Created initial concept, website prototype using Shopify, Android app (shop endpoint) software design and implementation.
- Business plan development, requirements gathering, project planning for short and long term stages, using lean start up theory and agile development.

Experience

Hewlett-Packard Enterprise

Scrum Master

2015 - Present

- Leading a Scrum environment consisting of daily team work and fast problem solving for 3 teams, with 8,7 or 4 constituents. - Implementing Scrum framework in a tech R&D team with over 20 people. Assisting with the change process of going from a non-agile methodology to an agile one. - Providing assistance to the R&D team to develop soft skills regarding team interaction, time managing skills and communication.

Software/Embedded Engineer at Networking R&D

2015 - Present

- Developing over 6 new features and programming tests for a networking ASIC with C/C++ language. - Designing software layer structure and interactions to handle hardware resources. - Automating Google tests along with job testing using open source tool Jenkins CI, to maintain code quality over a year.

Vice Chair and former Finance Officer, Leadership Team, Pride ERG 2014 - Present

- Planned quarterly budget usage for all ERG activities of the country, managing over \$12000 a year.
- Coordinated with various business units, countries and cultures, to plan volunteer activities with over 50 participants for each event; 6 major events were planned from November 2014 to October 2015.
- Led initiatives for HP's support for national pro-human rights events, such as participation and co-design of truck for the LGBT national parade making HP the first enterprise in the country to participate with a truck and managed \$8,500 budget.

Intern Networking Research & Development

2014

- Formulated and implemented an OpenFlow agent (Indigo) to allow a data path connection between an HP Networking ASIC and an OpenFlow controller.
- Programmed SDK functions on C for a Networking ASIC to allow a high level proprietary software to program the hardware using the corresponding methods.

Publications

Implementación Iterativa en Hardware de un Algoritmo deBúsqueda de Distancia Más Corta Utilizando Árboles KD

Simposio Argentino de Sistemas Embebidos (SASE), Buenos Aires, Argentina 2012

- Hardware Iterative Implementation of a Shortest-Distance Search Algorithm Using KD Trees: Using HDL Verilog, a Spartan-3 board (FPGA) was set up to execute a Shortest-Distance Search Algorithm, using "KD" Trees Data Structure.