

San Francisco, CA

- Managed and empowered technical teams on major company-wide projects.
- Bootstrapped the first version of an ebook distribution platform, INscribe Digital, bringing in a new revenue stream.
- Architected an album ingestion enterprise-grade system driving the distribution pipeline of thousands of the most sought after musical property in the world.
- Technologies utilized: C#, C++, .NET 3.5, SQL Server, IIS.

Senior Software Engineer

Nearsoft

Aug 2008 – Sep 2009

Hermosillo, SON, MX

- Developed a online real-time chat application by leveraging HTML, Javascript and XMPP powering the a haggling platform startup.
- Technologies utilized: PHP, C#, Javascript, MySQL.

Senior Software Engineer

**Centro de Investigación y
Desarrollo de Ingeniería
Avanzada**

Feb 2006 – Aug 2008

Hermosillo, SON, MX

- Implemented an image processing and analyzing application accelerating progress on a optical profilometry research.
- Lead a small team that developed a meat grade classifier that brought forward the state of the art in computer vision and improved mexican slaughterhouses processes.
- Implemented a prototype spectrophotometer for coffee bean roast measurement in an effort from local coffe roasting industry to innovate.
- Technologies utilized: C#, C++, .NET, Java, OpenGL, Matlab.

Personal Open Source Projects

- **tracing.js** (<https://github.com/ebobby/tracing.js>) Function tracing and debugging Javascript library. Javascript
- **has-many-with-set** (<https://github.com/ebobby/has-many-with-set>) A smarter way of doing many-to-many relationships in Ruby On Rails. Ruby On Rails
- **simple-pathtracer** (<https://github.com/ebobby/simple-pathtracer>) Simple path tracing project in Rust. Rust

Education

Hermosilo, Sonora

Universidad de Sonora

Aug 2001 | Dec 2005

- BS in Computer Science. GPA: 3.3

Skills

- Proficient: Ruby, Javascript, C, SQL, Linux
- Familiar: C#, Rust, Python, Java, Lisp, C++