

EDWIN MARQUEZ

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01100111 - I love coding

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SUMMARY

Software developer specializing in Android, Java and C.

EXPERIENCE

Mars Rovers

February 2017 - April 2017 - SF, CA

An android app I built with a designer that shows the latest pictures taken from the mars rovers on the red planet.

- Use of NASA open API.
- Parsing information in Json format and downloading in non blocking threads
- Cache creation to reduce impact on the servers that host the api and images.

Great America

September 2016 - November 8, 2016 - SF, CA

In collaboration with a designer, I built an Android game encouraging people to vote (No longer available due to results).

- Handled high definition images without consuming memories device.
- Use of a handler to control the game loop instead of a single thread execution for better performance.

Otsaw Digital - Android Consultant Engineer

May 2016 - June 2016 - SF, CA

As a consultant for OTSAW Digital I worked with 5 members of their FIV product. We built the first version of the Android app starting with Android 6.0, API Level 23. I worked directly with the designer and I was in charge of implementing the UI for the app as well as the system permission on the app.

- In collaboration with the designer I built the UI for the application.
- In charge of the permissions system for android 6.0
- Created customized views for the app.

Stuart - Co-founder / Lead Android Developer

August 2015 - Present - SF, CA

<http://bit.ly/1LftU7m>

An animated android video game for which I wrote all the code, start to end.

- Extending the View Class making it virtually compatible with any android device.
- Better memory performance by resizing sprites at execution time before loading it into memory.

Le video Collector - Co-founder / Lead Developer

June 2016 - Present - SF, CA

www.levideocollector.com

A website made with PHP and PostgreSQL for which I made the database normalization, creation, and all the PHP code and the bash script necessary for the site to work.

- Compatibility in all browsers and Systems that support HTML5
- Conversion of videos to different formats.

EDUCATION

Central American University "José Simeón Cañas"

March 2011 - November 2015

Computer Science, B.S.

Honors Recognition: Top 5% in CS program

SKILLS

- Mobile development in Android.
- Java, PHP, C, JavaScript, Python, HTML, CSS.
- PostgreSQL, Oracle, MySQL.

Extras

- Develop a bot for slack. (Still on development).
- Develop a game in JAVA and OpenGL: <https://github.com/edwinMarquez/bloqBreaker>