Contactar

emiliano.luis.sanchez@gmail.com

www.linkedin.com/in/luis-emiliano-sanchez (LinkedIn)

Aptitudes principales

Java

Scrum

C++

Languages

Español (Native or Bilingual)

Inglés (Professional Working)

Francés (Elementary)

Certifications

First Certificate in English

Advanced React and Redux

React Native - The Practical Guide

Server Side Rendering with React and Redux

Modern React with Redux

Honors-Awards

Premio a los mejores egresados de carreras de ingeniería de universidades argentinas

Beca de Doctorado

emiliano sanchez

SDK Software Engineer at Split.io

Argentina

Extracto

Software Engineer & PhD in Computer Science, with over 6 years experience among academy and industry. During this time, I have been focused on research and teaching activities in public institutions in Argentina and France, but I have also worked as a software engineer and mobile developer.
I consider myself a proactive and responsible engineer, used to work under pressure and always looking for new challenges involving new technologies and teamwork.

Experiencia

Split

Software Engineer

septiembre de 2019 - Present (3 años 3 meses)

San Francisco Bay Area

Independent (freelance)

Mobile developer

julio de 2014 - agosto de 2019 (5 años 2 meses)

Development and administration of Android applications in Google Play store.

• The most popular applications are Clip Converter MP3 and Medical Formulas with more than one million and one hundred thousand downloads respectively. Clip Converter MP3 is an utility application for extracting audio files from videos.

Medical Formulas provides an intuitive access to the mainequations, formulas and scores used in clinical practice, classified in different specialties,that makes it a powerful medical calculator.

• Main used technologies: Android SDK, Apache Cordova, Java, JavaScript, HTML and CSS.

ISISTAN Research Institute - CONICET

PhD Student and Researcher

abril de 2014 - marzo de 2019 (5 años)

Tandil, Argentina

Lead the development and research of a novel approach for the performance optimization and dynamic adaptation of service-based systems.
• Research Areas: Machine Learning, Optimization, Mobile Computing, Service-Oriented Computing.
• Several mobile and Web applications as case studies, involving technologies as: Android SDK, Spring, Computer Vision providers (OpenCV, Google Cloud Vision API) and Text Processing providers (Apache NLP, Stanford NLP).

Universidad Nacional del Centro de la Provincia de Buenos Aires
Teaching Assistant Professor
2016 - 2018 (2 años)
Tandil, Argentina

Teaching assistant in the subject ”Web Architectures” of the 2nd year of the Technical Degree in Application Development, UNICEN University.
Involved technologies: JavaScript, Java, Spring Boot, Hibernate, MySQL, Jelastic, Docker.

SparkDigital
Software Engineer
agosto de 2013 - enero de 2014 (6 meses)
Tandil, Argentina

Client: Apigee
• My responsibilities were: respond customer concerns with regards to Apigee products; provide development guidelines and solutions; identify, solve and verify application issues.
• Gained experience in integration strategies with third party applications. Development, evaluation and management of API solutions. Direct contact with many customers from several organizations. Teamwork using Kanban methodology.
• Main used technologies: Apigee 3.8/4G platform, SOAP/REST Web services, JavaScript, Nodejs, Java, OAuth, JMeter, SoapUI, AWS.

Inria
Research Internship
julio de 2012 - diciembre de 2012 (6 meses)
Niza y alrededores, Francia

• Work on a research project concerning the design of models and optimization algorithms for the dynamic adaptation if video-surveillance systems.
• Main used technologies: Java, C/C++, Boost library, QTCreator, Latex.

• The work was published in a workshop on the 35th International Conference on Software Engineering (ICSE 2013).

Universidad Nacional del Centro de la Provincia de Buenos Aires
1 año

Teaching Assistant Professor
2011 - 2012 (1 año)

Teaching assistant in the subject “Introduction to System Architectures” of the 1st year of the Technical Degree in Programming and Network Administration, UNICEN University.

Team member of support team
junio de 2011 - diciembre de 2011 (7 meses)

Team member of the support team in the Software Engineering Workshop, an specialization course in System Engineering Career of UNICEN. We participated in the simulation of a company for the development of the U3D project (a 3D online video game) using Scrum methodology with CMMI.
Our main objectives were: administrate the document repository, develop new features for internal tools, quality assurance, environment building and maintenance.

Main technologies used were: Eclipse, Java, Tomcat, SVN, Jira, XWiki, Hudson, Sonar, Velocity, Debian.

Educación

Universidad Nacional del Centro de la Provincia de Buenos Aires
Doctor of Philosophy - PhD in Computer Science · (2014 - 2019)

Universidad Nacional del Centro de la Provincia de Buenos Aires
System Engineering, Software Engineering · (2007 - 2013)