

Contact

www.linkedin.com/in/greg-marquez-25b8a6 (LinkedIn)
www.gregmarquez.net (Portfolio)

Top Skills

Game Development
Objective-C
JavaScript

Languages

English (Native or Bilingual)

Greg Marquez

Jack of all trades - Games, Apps, Mobile, and Web Service Development
Altadena

Summary

An overview can be seen at <http://www.gregmarquez.net>

- * Extensive experience with service oriented architectures and technologies, including design, programming (Java8), testing and continuous deployment (JUnit, Mockito), monitoring and logging, and alarming. Experienced with Linux systems (RHEL), command line tools, (bash, grep, awk), build tools (ant), development tools (eclipse, guava), languages (Java 8, Ruby), and server technologies (MySQL, DynamoDB, REST, JSON),
- * Skillful at mobile application development including iOS (native), Android (native), and PhoneGap. ! Full Stack developer, experienced at front-end (HTML+CSS+JavaScript) development, back-end (PHP+MySQL) development, and "responsive" web design.
- * Practiced at designing and writing application code, cross-platform libraries, and production tools in a wide variety of languages, including JavaScript, Java, Objective-C, PHP, C++, Perl, and various assembly languages (ix86, MIPS, 68K) for multiple operating systems and platforms including iOS, Android, Web Applications, Windows, Linux, and multiple game consoles).
- * Well-versed in 3D graphics and animation techniques on desktop computers, mobile devices, and dedicated game consoles using DirectX and OpenGL.
- * Experienced in Agile development, RCS software (Hg/git/SVN/PerForce), PivotalTracker, and many other production enhancement tools.
- * Seasoned by 24 years experience in computer programming, production, and technical direction.

Skills:

- * SOA/backend service development in a live/customer facing environment.
- * Web app development from back end (PHP/MySQL) to front end (JavaScript/HTML5/CSS3)

- * Electronic game and multimedia app development on various desktop, console, and mobile platforms.
- * Computer/console game console project technical direction.
- * Proficient in multiple programming languages (Java8, JavaScript, Ruby, C, C++, etc.)
- * Experienced in agile development methodologies.
- * iOS and Android app development experience

Experience

Scopely

Software Engineer

September 2016 - Present (4 years 1 month)

Culver City, CA

Work In Progress...

Amazon

Software Engineer

March 2014 - March 2016 (2 years 1 month)

* Co-designed, security reviewed, coded, instrumented, tested, and conducted a live roll-out of an Amazon Prime SOA service that needed replacing.

Implemented a continuous delivery pipeline for the service, using existing Amazon tools, unit tests (JUnit, Mockito), and integration tests. Created the new DynamoDB storage model to better implement the old service's MySQL model.

* Designed, coded, implemented, and tested replacement code for hard-coded business logic within a "live", high TPS production service. Conferred with and arbitrated between business logic stakeholders, documented possible usage scenarios, continuously communicated with stakeholders to keep design relevant to their use case. Leveraged Spring and Java 8 features to increase code modularity and flexibility, and leveraged existing Amazon libraries to massively increase configurability.

* Monitored and performed "on-call" duties for our existing Amazon Prime SOA services. Monitored normal and extreme use cases of services, revised service alarm conditions based on usage, and trouble-shot late night high severity alarm conditions. Trouble-shot trouble tickets cut to the Prime Membership team, performed customer service operations to clear customer problems, and designed, proposed, created and launched changes to existing services to fix reoccurring customer service problems.

* Created new tools for stress testing Prime services ("HammerTime").
Created tools in Ruby and AWK for performing maintenance duties on services and data bases, and for more easily parsing service logs generated by live services.

thunderSimple

Principal/Owner/Technologist/Programmer
October 2012 - February 2014 (1 year 5 months)
Arroyo Grande, CA

* Mobile app development for iOS and Android using Java, Objective-C, and JavaScript/PhoneGap.

* Web app and responsive web site development using JavaScript/HTML5/CSS3 (front end) and PHP/MySQL (back end).

San Luis Aviation

Software Programmer
October 2011 - September 2012 (1 year)

Staff programmer working on iOS and Android projects for fitness related and salesforce applications in Objective-C and Java.

Marquez Real Estate Holdings

Owner
May 2005 - September 2011 (6 years 5 months)
Los Angeles, CA

Real estate property management

Atari Inc.

Technical Director
September 1999 - May 2005 (5 years 9 months)

Developer due dilligence, technical design review, design policies for minimum technical features, technical consulting, programming.

Blam!

VP Technology
1996 - 1998 (2 years)

crystal dynamics

Lead Programmer
1992 - 1995 (3 years)

The Illusions Gaming Company

Lead Programmer

1991 - 1992 (1 year)

Echidna Software Development

Partner

June 1987 - June 1991 (4 years 1 month)

Programmer and principal at a privately owned computer game software development company. Developed games such as Future Classics Collection of the IBM PC and Commodore Amiga, and development tools such as tUME, which were licensed out to third party developers such as Virgin Games.

Education

University of California, Los Angeles

Bachelor of Science (BS), Cognitive Science · (1983 - 1988)