



## Education

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- 2016 - 2018 **ESAT, Escuela Superior de Arte y Tecnología** (With Distinction)  
HND in Videogames Programming, Final project: "[Deadly Burrito](#)"
- 2001 - 2006 **USFQ, Universidad San Francisco de Quito** (GPA 3.7, Magna Cum Laude)  
Systems Engineer, Thesis: "[Proxy Filesystems](#)", minor: Film producer.
- 2003 - 2004 **UIUC, University of Illinois at Urbana-Champaign** (GPA 3.8)  
One year exchange program in Computer Science.
- 1988 - 2001 **Colegio Internacional SEK - Quito** (GPA 3.8)  
Bachelor of Science / International Baccalaureate, Specialization: Physics and Mathematics.
- 1989-1995 **Conservatorio Nacional de Música (National Conservatory of Music)**, Quito-Ecuador  
General music studies, Specialization: Violin.

## Experience

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- 2015 - Today **Governance Sciences Group, Inc.** Los Angeles, CA *Lead Engineer*  
Developed a service that allows government-citizen communication.
- 2019 - Today **Yakuza Pixel.** Quito, Ecuador *Videogame Programmer*  
Developed multiple 2d and 3d games.
- 2010 - 2017 **El Imaginario Colectivo** Quito, Ecuador *Founder, Director, Executive Producer*  
Directed and produced the studio's first feature film "Quito 2023" (86', Ecuador, 2014)  
Directed the documentary "Um pedaço de terra cercado de historias" (21', Brazil, 2011)
- 2014 - 2015 **Car Footprints, Inc.** Camden, DE & Quito, Ecuador *Founder, CTO*  
Developed a hardware + software solution for automatic mileage tracking.
- 2012 - 2014 **Vivareal, Inc.** Sao Paulo, Brazil *Software Architect*  
Designed and implemented a highly distributed feed processing and web scraping system.
- 2006 - 2008 **Oshyn, Inc.** Los Angeles, CA *Consultant*  
Worked with several clients such as VW of America, Best Buy's Geeksquad, Microsoft Zune.
- 2004 **Cynara, Inc.** Champaign, IL *Programmer*
- 2001 - 2006 **Bantec, Inc.** Quito, Ecuador *Senior Consultant*  
2008 - 2012 Developed a multi-tier web-based banking system, implemented in several countries.

## Honors and awards

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- National Physics Contest** at Colegio Alberto Einstein, 10<sup>th</sup> place in 2000, 6<sup>th</sup> place in 2001 (top 2%)
- James Clerk Maxwell Scholarship** to study at USFQ (100%)
- BFG - UIUC**, award and diploma for "Outstanding contribution to Siebel Center Grand Opening".
- ThinkQuest 2000 Contest**, 1<sup>st</sup> place in Ecuador, world wide contest semi-finalist.

## Activities

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- 2019 - Today **ADVEC** (Ecuadorian Videogame Developer Association) founder.
- 2001 - 2006 Founder and Instructor of the **Robotics Club** at the USFQ, Quito - Ecuador.
- 2013 Presented "[Solr Cloud: How to scale to millions of concurrent users](#)" at TDC Florianópolis
- 2008 Van Tharp Institute, Certificate for "**How to Develop A Winning Trading System That Fits You Workshop**", Cary, NC, USA.
- 2008 **Sitecore, Developer 1 and 2 certification**, San Rafael, CA, USA.

## Others

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- Programming Languages:** C, C++, C#, Python, JDK based, ECMAScript, Ruby, and others.
- Game engines and frameworks:** Unreal Engine, Unity3D, SDL, SFML.
- Infrastructure:** Build systems, advanced Linux / Unix management, distributed systems, cloud computing.
- Open Source Software:** Maintainer of own projects and contributor to other projects.
- Filmmaking:** Directing, producing, data pipeline, editing, color correction, photography, DCP generation.
- Languages:** Spanish (native), English (fluent), Portuguese (fluent), French (intermediate), Italian (basic).