

Luis F. Gonzalez-Silen

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Objective

To join a dynamic technology company in Manhattan, which seeks to innovate and develop world-class software, and has a commitment to enabling talent in a collaborative setting.

Profile

I am a Cornell-trained computer science engineer with the proven ability to deliver exceptional results in diverse roles, including software architect, systems engineer, consultant, developer, and tech lead, in companies ranging from a start-up to a global investment management firm. I am energized by technical challenges where I can apply my analytical and interpersonal skills to creative problem solving. I am a strong leader and team member who thrives in a demanding environment, calmly and deliberately driving toward solutions even under pressure.

Education

Cornell University, College of Engineering, Ithaca, NY

Bachelor of Science in Computer Science 1999

United World College of the Atlantic, St. Donat's Castle, Wales, UK

International Baccalaureate 1994

Skills

Languages

Java, C, C++, JavaScript, ActionScript, SQL, PL/SQL, PHP, Ruby, Perl, Python, Jacl, Linux/Unix/Mac/Windows shell, UML, HTML, XML, JSON, XSL, XPath

Platforms/Technologies/APIs

Node.js, Facebook, JEE/J2EE, EJB, Servlet/JSP, Ant, Maven, Hibernate, MyBatis, JPA, Spring, JMS, web services, SOAP, REST, AJAX, jQuery, JDOM, JDBC, JMX, JUnit, Log4J, LDAP, Flex

Software

WebSphere, JBoss, WebLogic, Tomcat, Xcode, Membase/memcached, Redis, Oracle, DB2, SQL Server, MySql, Derby, Access, IntelliJ, Eclipse, Rational/RAD, Flash/FlashBuilder, Charles, Git/Github, SVN, CVS, PVCS, JIRA, Jenkins/Hudson, FishEye, RightScale, Splunk, webMethods

Work Experience

2011 - 2013 Zynga, New York, NY

Principal Software Engineer, Systems Lead, Architect, Lead Developer

- Launched Draw Something 2, The Friend Game and Zynga Bingo
- Mastered 3 technology stacks radically different from my previous expertise
- Led a dynamic, high-caliber team of developers, and worked closely with game designers, artists and product managers to create highly scalable real-time and turn-based Facebook and iOS/Android games, using agile Scrum methodologies
- Advocated and implemented best practices and patterns, e.g. code reviews as knowledge sharing, centralized dependency management, resource contention reduction through asynchronous operations, streamlined versioning policies, externalized content/configuration
- Developed multiple end-to-end features, and integrated many internal and external open source components
- Built and supported the development, staging, and production systems infrastructure

2007 - 2011 T. Rowe Price, Baltimore, MD

Assistant Vice-President, Associate System Engineer, Technical Architect

- Provided JEE, WebSphere, and Eclipse strategic leadership and expertise to development and production support teams, and established enterprise-wide technical standards
- Led the design and development of major components of a centralized application configuration and deployment system for 400+ internally-developed enterprise applications, achieving all milestones successfully and on schedule

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- Increased developer productivity across the organization by standardizing workspace automation and promoting effective tool use, accelerating setup from days to minutes
- Exponentially reduced build time and increased delivery consistency by introducing a build automation framework
- Improved reliability and performance of a large financial transaction validation module by re-designing it using a rules engine approach

2003 - 2007 GTECH Corporation, West Greenwich, RI Principal Software Engineer, Tech Lead

- Led four teams of highly skilled developers through several iterations of a lottery claim, payment, subscription, and CRM application suite
- Analyzed requirements, estimated, prioritized, assigned, and evaluated work in support of project plans, and actively participated in inception, elaboration, construction, and transition
- Documented and ensured use of selected best practices and common design patterns, and reduced costs by driving extensive integration with several third party open source libraries
- Ensured scalability by optimizing batch processing of massive customer datasets
- Promoted twice in nine months to roles of increased responsibility, fulfilling a critical role in bringing several releases to completion

2001 - 2003 The Bit-Bang Network, Madrid, Spain Architect, Lead Developer

- Responsible for the architecture of a commercial content management system
- Coordinated development, configuration, documentation, and testing
- Designed, created, and enhanced relational data models for multiple database systems
- Hired, trained, and supervised new developers
- Delivered technical and business presentations on the product

1999 - 2001 American Management Systems, Fairfax, VA Programmer Analyst

- Analyzed and defined requirements, designed and developed software for large EAI telecommunications projects, including an order management and provisioning system
- Trained developers through individual mentoring and presentations
- Designed and developed automated system monitoring and notification utilities, statistical performance and order flow utilities, and risk management analysis and reporting tools
- Attained the highest performance rating possible

1996 - 1999 Cornell University, Academic and Technology Services, Ithaca, NY Instructional Computer Lab Supervisor

- Hired, trained, and supervised lab staff (25 people), and managed the lab environment
- Promoted after nine months; balanced a 20-hour work week with a full academic load

1995 WebGenesis, theglobe.com, Ithaca, NY System Administrator

- Managed web and mail servers; tested and debugged software; created demos

Certifications

Sun Certified JEE 5 Enterprise Architect (SCEA) and Java 5 Programmer (SCJP); JBoss Advanced Developer; IBM Certified WebSphere Application Server ND System Administrator

Awards

Galileo Program Scholarship, Fundayacucho, Caracas, Venezuela
United World College Scholarship, Fundayacucho, Caracas, Venezuela
Dean's List, Cornell University

Interests

Chess: Established a successful club in Providence, RI. Ran an elementary school club in Baltimore, MD. Active USCF life member, rated player, and tournament director.