

Luis F. Gonzalez-Silen

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Objective

Help build high impact technology and teams in NYC. Build, learn, and grow alongside smart, focused, and caring individuals.

Profile

I am a Cornell computer science engineer with the proven ability to deliver exceptional results in diverse roles at a range of strong companies, early stage to global. I am energized by challenges requiring thoughtful tech, creativity, teamwork, pragmatism, and a long view. 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

Strong in Python, Java (core/enterprise), SQL. Experienced in many others including C, C++, shell, PHP, JavaScript, Perl, ActionScript

Tech/Platforms/Software

Mesos, Aurora, Node.js, JEE, Spring, SOAP, REST, jQuery, Git/GitHub, Phabricator, Pants, Ant, Maven, MySQL, Oracle, DB2, SQL Server, nginx, httpd, SQLAlchemy, Flask, Django, memcached, redis, zookeeper, thrift, LDAP, ansible, Splunk, graphite, grafana, Jenkins, Eclipse, IntelliJ, PyCharm, Xcode, JIRA, Confluence, Hipchat, hubot, WebSphere, JBoss, FB Graph API

Work Experience

2013 - 2016 Oscar Health Insurance, New York, NY

Senior Platform Engineer, Engineering Manager, Engineer #3

- Led the Core Insurance Systems team, responsible for building elegantly designed power user tools for internal use. Promoted to this role after a year as one of three reporting to the CTO
- Had primary responsibility for the member enrollment ingestion and validation engine
- Developed many key features and integrations to external partners and providers, prominent among them 24/7 free telemedicine consultations, third party broker enrollments, claims and policy adjustments, a consolidated member timeline, a pricing engine, batch renewal of the entire membership
- Championed and helped ingrain a robust yet lean development and deployment process, focused on meaningful design discussions and code reviews, easy prod-like environment provisioning, thoughtful automated testing, high visibility fast deploys, and effective monitoring/alerting instrumentation

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

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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
- 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)

Awards

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