

## Résumé

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I'm a remarkably versatile, passionate programmer. When I say "remarkably versatile" I'm dead serious. After spending ten years whispering to all kinds of machines, I wanted to get more intimate with them. So I spent four more years tampering with their insides in the day, and leaving the whispering for the nights. Now that I've fixed my sleeping problem, I feel it's time to go back to nine-to-five whispering. Because, believe me, machines do listen to you. And they even enjoy doing anything you may ask them. The secret is to ask nicely. They respond to such requests in much the same way that bowls of petunias don't.

**Linkedin** [linkedin.com/in/jobedom](https://linkedin.com/in/jobedom) ..... *Profile*  
**GitHub** [github.com/jobedom](https://github.com/jobedom) ..... *Code samples*

## Professional Experience

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*September 2008 – Present*

### **MEISA** (Instrumentation) – Instrumentation Technician

Working for MEISA, a contractor firm for Repsol Química. My duties include programming and installing microcontrollers, repairing pneumatic, electric and electronic equipment, fixing Programmable Logic Controllers (PLCs) and repairing industrial robots. I also maintain and configure laboratory equipment and install all kinds of measurement sensors. Fixing machines feels like debugging the physical world with your hands, and as a programmer I find it both disconcerting and exciting.

*April 2001 – September 2008*

### **Freelance** (Internet Consultancy) – UX Consultant, Designer and Developer

One-man band: UX consultant, graphic designer, front-end and back-end developer. Some clients: HOLA Magazine, Consejo Regulador D.O. Brandy de Jerez, Juran Institute, Tracor, IEDE, Ayuntamiento de Madrid, La Mirada Oblicua, Grupo Cáceres Galindo, Ana Mújica, Casa Rural "El Labriego", FullSIX Spain.

*August 2000 – April 2001*

### **Netjuice Consulting** (Internet Consultancy) – Senior UX Consultant

*February 2000 – July 2000*

### **Zerofriction** (Games Industry) – Founder and Lead Infrastructure C++ Developer

*March 1999 – February 2000*

### **Pyro Studios** (Games Industry) – Senior C++ Developer

*October 1998 – March 1999*

### **Hammer Technologies** (Games Industry) – Senior C++/Delphi Developer

## Education

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### College

|                    |   |                    |
|--------------------|---|--------------------|
| <b>1990 - 1991</b> | Bachelor's Degree in Mathematics .....      | <i>Unfinished</i>  |
| <b>1992 - 1994</b> | Bachelor's Degree in Computer Science ..... | <i>Unfinished</i>  |
| <b>Since 2012</b>  | Bachelor's Degree in Mathematics .....      | <i>In progress</i> |

### Workshops

|             |  |                 |
|-------------|--|-----------------|
| <b>1996</b> | Radio/TV Workshop – <i>Ayuntamiento de Puertollano</i> .....             | <i>3 months</i> |
| <b>1998</b> | Short Stories Writing Workshop – <i>Taller Escritura de Madrid</i> ..... | <i>9 months</i> |
| <b>2002</b> | Novel Writing Workshop – <i>Escuela de Escritores de Madrid</i> .....    | <i>9 months</i> |

## Languages

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|                |                                |
|----------------|--------------------------------|
| <b>Spanish</b> | Native.                        |
| <b>English</b> | Full professional proficiency. |

## Skills

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### Design

User experience practices, interface design, heuristic analysis, card sorting.  
Wireframing and prototyping.  
Design tools: Photoshop, Gimp, Illustrator, Flash.  
Standard compliant, accesible and responsive web design: HTML5, CSS3, Less, SASS.  
User of Chrome Developer Tools, Firebug and other diagnostic tools.  
Grid based web design and good command of typography.  
Aesthetic sense and taste for elegant, clean functional design.

### Coding

Solid knowledge of C++, C#, Delphi, PHP, Python, Lua, Javascript.  
Acquaintance with C, Java, Ruby, Haskell, Scheme, OCaml, Node.js, Clojure.  
System architecture, design of extensible systems.  
Javascript: jQuery, Underscore, Moment, AngularJS, Knockout, Backbone.  
Modern scripting: CoffeeScript, IcedCoffeeScript.  
PHP frameworks: Symfony 2, ZF, Kohana, Codelgniter, Silex.  
Multiple programming paradigms: OOP, imperative, declarative, functional.  
Version control systems user: Git, Mercurial, Subversion, CVS.  
APIs and REST architectures design and implementation.  
APIs clients implementation: Flickr, Dropbox, Twitter, OAuth.  
Experience with the MVC pattern and software design patterns (GOF) in general.  
Test driven development and unit testing techniques.  
Solid knowledge and experience in the design and implementation of CMS.  
Databases design and administration: MySQL, Oracle, PostgreSQL, SQLite, NoSQL.

## Additional Information

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### *Hobbies*

Digital photography.  
Image retouching.  
New programming languages.  
Electronic music composition.  
Fiction writing.

### *Awarded short stories*

X Villa de Argamasilla de Calatrava Award ..... [Cambalache](#)  
IX Villa de Argamasilla de Calatrava Award ..... [Sandías](#)  
III Photographic Short Story Spanish National Award ..... [Temblor de camaleón](#)

### *Personal traits*

Skills for concentration and abstraction.  
Ability to learn new technologies and methodologies very quickly.  
Time and task management skills.  
Resolutive, inventive and creative while performing any task.  
Capable of grasping both low-level details and bird's-eye view.  
Aptitude for negotiation and conflict resolution.  
Taste for selfless team work.

## Personal Projects

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### **Q10** – Text editor for fiction writing

Q10 is a simple but powerful freeware text editor designed and built with writers in mind. It was created to scratch a personal itch, and was offered for others to scratch their own itches. It presents a full-screen interface and many features specially designed for fiction writing. National Novel Writing Month (NaNoWriMo) participants seem to have a soft spot for Q10. It has thousands of users around the world since 2006.

### **Bitako** – Blogging/CMS platform

In early 2001 I created a blogging platform: Bitako. It had many features still unseen in current standard platforms. In September 2001 Moveable Type was publicly announced, and it made me thought there was no point in continuing with the development of Bitako. Time proved me wrong. Years passed, Wordpress appeared, and still no existing platform could compare Bitako in terms of features and interface. I used it for years in my own weblog (Earful), in some friends webpages, even as a CMS for a few commercial projects I did in my freelance years. It featured Ajax before it was called Ajax, basic online image editing, completely flexible data modeling, even a multi-level caching system that made it blazingly fast. I learned PHP and MySQL while developing it, so I'm very fond of that project. Today it is on the back burner, waiting for a rewrite using modern technologies and techniques. When the day comes, it will take the CMS world by storm. Or it will dissappear in a tiny blue spark of ignored bits. I'm not sure yet.