

# Paulo Llanes

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## Education and Skills

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### University of Illinois at Urbana-Champaign

- Degree: Bachelor of Science in Computer Science
- Graduation Date: May 13<sup>th</sup>, 2012

### Computer Science / Programming

- Experienced in C#, C, C++, and Java
- Experienced in using version control and SCM systems, like Git and SVN
- Experienced in the design, development, maintenance, and testing of software.
- Experienced in developing multithreaded, networked, and/or distributed applications.
- Experienced in working in Windows and some experience working in UNIX/Linux Environments.

## Previous Employment and Experience

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### Microsoft

*SDET Feb 2013 – Oct 2014; Softrare Engineer Oct 2014 – Present*

- Wrote and defended testing specifications for several new product features.
- Maintained and improved the infrastructure related to the automated-deployments of internal environments (distributed system of multiple VMs) used for scenario testing.
- Maintained, improved, and/or rewrote existing test code related to existing features.
- Worked on improvements to internal engineering infrastructure to help improve future code quality and engineering efficiency of the team.
- Worked with Operations to deploy new Service-related features, planned updates to existing features, and hotfixes in production.
- Automated generation of reports that measure the health and performance of services

**Motorola Mobility** (*Intern May 2011 – Aug 2011; Full-time July 2012 – Present*)

*Test Engineer*

- Developed a new internal program that streamlined testing of prototype phones
- Debugged and maintained code for existing internal software and systems
- Translated legacy C++ code into C# code
- Developed tests that simulate production conditions before phones go into production.

### Coursework

*Undergraduate in Computer Science*

- Developed a terminal-based client for Google Chat
- Developed a routing protocol that successfully ran in a simulated network
- Developed a UDP-based client-server program that overcomes UDP's limitations by supporting reliable transmission and congestion control
- Was part of a team that developed an XNA game for Windows that eventually won an award for the best-in-class Software Engineering senior project

### Experiences outside of work and class

- Developed apps/games published on Xbox Live Indie Games, Windows Phone 7 Marketplace, Android Play Store, and Amazon App Store
- Programmed an Arduino to control the LED lights for my engineering fraternity's float in UIUC's 2011 Homecoming parade

## Other Honors

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- **Michael S. Hughes Award for Software Engineering** - 2012