

JORGE R. LOPEZ DANIELUK

PROFILE

Senior Software Engineer with solid experience (14+ years) in network and platform development, from low level embedded programming, mobile, server and enterprise. Strong skills on research, post-mortem analysis, problem solving and projects start-up. Experience working on legacy systems by reverse engineering, re-architecture, maintaining and documenting.

SPECIALTIES

LANGUAGES

C, C++, Java (SUN certified), Perl, C#, ASM, Ruby, JScript

METHODOLOGIES

OOD/P, CMM, Agile, Design Patterns

OS

Win 32, WinCE, Linux, QNX, embedded RTOS, Android

NETWORK

TCP/IP, sockets, proto buffers, SIP, SSL/TLS

PATENTS

Participated in four patents proposals for Motorola

- Secure Enterprise Call – resynchronize counter (filed)
- Secure Enterprise Call Signaling via DTMF – another approach (filed)
- Peer-to-Peer Session Initiation Protocol discovery and caching method for intermittently connected networks
- A Method for Implementing Real Time Embedded Test Agents

WORK HISTORY

SOFTWARE ARCHITECT, INTEL CORPORATION

2014 - Present

Project: TrueKey - www.truekey.com – Windows Client

Technologies: Credential Provider – Biometrics – SGX - C++/C#

Project: AppControl - <http://www.mcafee.com/us/products/application-control.aspx>

Technologies: Windows Filter Drivers – C/C++

SOFTWARE ARCHITECT, GLOBANT

2012 - 2014

Client: *Sony Network Entertainment Inc.* - SNEI - Team 5/6 SW engineers.
Automated finance reconciliation application for AmEx and Sony. Uptime 24/7.
C++. Linux/Windows. Weekly audited for security and robustness.

Payment gateway server between Sony and LiveGamer. High performance. C++.
Linux/Windows. Deployed +50 Working 24/7 since Nov-13.

DB sharding to minimize down-time, by building multiple servers with proto buffer interface (under development).

Client: *LinkedIn*- product analysis on hybrid development mode vs. native mode, for mobile client application. HTML5, Javascript, Android

SR. SOFTWARE ENGINEER, MOTOROLA

2001 – 2012

Designed and Implemented audio and voice subsystem on Motorola VoIP TEAM mobile solution. Actually running on multiple WinCE platforms, deployed by 1000s of devices for 10s different enterprise customers (Walmart, The Home Depot, Lowe's).

Led a dev team for porting an existing mobile phone Software solution to a new Hardware, starting from the creation of technical specifications and system requirements, interacting with multi-sites development teams (Argentina - Israel - Singapore).

Led the Customer Support Team, managing 10s of change requests, from marketing and also customer trials (from USA, UK, Australia and China).

Led the dev team to build the iDEN multi-groups Dispatch protocol (Push-To-Talk) for VoIP TEAM mobile solution. From system requirements to detailed design. Currently deployed on 1000s of mobile devices.

Bug Fixing and reverse engineering for Motorola SoftSwitch, working with standard signaling protocols (SS7, ANSI-41, SIP) and media gateway protocol (MEGACO).

Implement an automated testing tool for Bluetooth 1.2 protocol, using Telelogic TTCN TAU for test suite builder, and VisualC++ for test execution.

SOFTWARE ENGINEER, TENARIS

1999 – 2000

Design and Implementation of automated control software for metal rod cutter, developing MB+ protocol driver on QNX. Running 24/7 at least from 1999 to 2003.

EDUCATION

UNIVERSIDAD NACIONAL DE CORDOBA

Electronic Engineer - 1997