

PROFESSIONAL EXPERIENCE

Senior Engineer **Bungie, Inc – Bellevue WA** **October 2016 - Present**

Senior Engineer for the Services team - we own all the services that power Destiny.

Senior Software Engineer **Microsoft Corporation – Redmond WA** **March 2007-October 2016**

Xbox Live (2015-2016)

- **Senior Developer** for Xbox Live Cloud Compute and Xbox Live Data Platform.
- Responsible for improving scalability and performance of the service to support the load of huge titles such as Halo 5, Call of Duty Black Ops 3, Rainbow Six and Xbox PartyChat.
- Improved efficiency of our system by adding features that predict outages and server demand based on historic usage.

Azure Application Platform Team (2010-2014)

- **Senior Performance Developer** for cloud-scale services and networking scenarios. Improved throughput, latency and memory usage for .Net Framework code, Visual Studio Designer and multiple Azure Services.

Windows Workflow Designer – Visual Studio (2007 – 2010)

- **Software Engineer Lead** for 3 developers and 5 offshore vendors. Owner of quality and test automation systems for the visual components of WF and WCF. Maintained a test bed of thousands of automated UI test cases and stress scenarios.

Senior Software Developer **Softtek - NL, Mexico** **Oct 2004 – Feb 2007**

- Technical Lead for a team of 6 developers that shipped HP Marketing Assistant 2. We shipped the product localized in 7 languages, compliant with accessibility requirements and with online components.
- Senior Web Application Developer in projects for clients such as HP (Internal Tools), Onyx (CRM), Dexterra (Web Mapping) and Banorte (Banking).
- Analysis, estimation and design for multiple projects.

Software Developer **Vision Consulting – DF, Mexico** **July– Oct 2004**

- Technical Lead in a 3 tiered web application for a financial institution (Banobras).
- Development of the security, reports and 60% of the application Modules.

Cofounder and Software Developer **The Kouncil – MOR, Mexico** **March 2002 – April 2004**

- Cofounder of an Educational Game Startup.
- Analysis of requirements / Design for an Educational Game Engine.
- Developer for UI, Sound FX, Music Modules, Collision detection and Networking Libraries for such engine.
- Developer for point of sale application and a sales inventory web application.

EDUCATION

Morelos Mexico **ITESM** **1995 –2000**

- B.S.E. in Computer Systems Engineering

Bellevue WA **University of Washington Extension Program** **2008**

- Certificate in Game Development

PROJECTS: [HTTP://WWW.KROLTH.COM/GAMES.HTML](http://www.krolth.com/games.html)

- **Wrath Against Time** (In development). Beat ‘em up game targeting PC, Mac and Linux. C#, MonoGame
- **Retro Pixel / Wall Crash** (2012). Action game for Android and Windows Phone. C#, XNA, C++, Cocos2d-X
- **Run Puppy, Run!** (2011). Kids game for Windows Phone. C#, XNA

Languages and Technologies

- C#, C++, JavaScript
- MongoDB, SQL Server, ASP.NET MVC
- Kafka, Redis, Zookeeper, Service Bus, Event Hub, WF, WCF
- DirectX 11 & 9, XNA, MonoGame, 3dStudio Max, Photoshop, Unity