

# LEO P. MARTEL

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## EDUCATION

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### Stanford University

Stanford, CA

*Bachelor of Science in Computer Science*

Conferred with Distinction, Jun 2015

- **GPA:** 4.0 / 4.0; **SAT:** 2400 / 2400; **GRE:** 339 / 340; National Merit Scholar
- **Honors:** 2012 President's Award for Academic Excellence (top 3% of freshmen)  
2014 Tau Beta Pi Engineering Honor Society (top 12.5% of juniors)  
2015 Frederick Emmons Terman Engineering Scholastic Award (top 5% of graduating class)
- **Selected Coursework:** Distributed Systems, AI & Machine Learning, Security & Cryptography, CS Theory
- **Senior Projects:** Cheat-Proof Decentralized Game Engine, Code Analysis as a Service, Email Urgency Classifier
- **Teaching:** *Senior Section Leader* for Stanford Computer Science Department, Sep 2012 – Jan 2014

### Recurse Center (formerly Hacker School)

New York, NY

*"A self-directed, community-driven educational retreat for programmers"*

Jul 2015 – Sep 2015

## WORK EXPERIENCE

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### Sensei

Santa Monica, CA

*Software Engineer*

May 2017 – Jun 2018

- First engineering employee at early-stage startup building confidential nutrition and wellness products
- Developed full stack product prototypes, cloud infrastructure and internal tools in JavaScript, Python and Elixir

### Asana

San Francisco, CA

*Software Engineer, Infrastructure*

Sep 2015 – Apr 2017

- Proposed, designed and led implementation of highly available, type-safe dynamic configuration system
- Diagnosed and resolved stability issues, e.g. improved Redis performance 4x while reducing server costs 20%
- Directed overhaul of marketing website infrastructure and deployment process, reducing downtime over 10x
- Oversaw the operations pager rotation; prioritized and developed improvements in on-call scripts and tools
- Built full-stack product functionality and developer tools in JavaScript, TypeScript, Python and Scala

### Dropbox

San Francisco, CA

*Software Engineer Intern*

Jun 2014 – Sep 2014

- Designed and built a portable, scalable continuous deployment system with Docker and Capistrano
- Implemented message queue troubleshooting for a microservice-based Node.js app with Redis
- Created a generic "deferred actions" module for Mailbox, including the "send later" command

### Marin Software

San Francisco, CA

*Software Engineer Intern*

Jun 2013 – Sep 2013

- Built backend and infrastructure-level functionality using Java, Hadoop DFS and HiveQL

### Curious.com

Menlo Park, CA

*Software Engineer Intern*

Jun 2012 – Sep 2012

- Built major frontend and backend functionality in JavaScript and Ruby on Rails

## SELECTED INDEPENDENT PROJECT EXPERIENCE

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**ToyBoat Raft:** full Haskell implementation of the (Paxos-like) Raft distributed consensus algorithm

[raft.lpm.io](http://raft.lpm.io)

**Pinboard Viewer:** TypeScript bookmark organizer with fuzzy text search and tag filtering

[pinboard.lpm.io](http://pinboard.lpm.io)

**Gazebo:** interactive Ruby web app for click-and-drag organizing degree requirements and scheduling courses

[gazebo.lpm.io](http://gazebo.lpm.io)

**Axis & Allies Game:** animated, multiplayer JavaScript strategy game with lightweight replays

[game.lpm.io](http://game.lpm.io)

**Emacs-Asana:** Asana interface and API client in Emacs Lisp with caching, lazy updates and bulk actions

[asana.lpm.io](http://asana.lpm.io)

**Meso-Emacs:** readable, minimal, module-based Emacs package and customization management system

[emacs.lpm.io](http://emacs.lpm.io)

- For source code, longer descriptions, and more projects: see [lpm.io/projects](http://lpm.io/projects) and [github.com/lmartel](https://github.com/lmartel)

## SKILLS & INTERESTS

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**Languages:** C, C++, Common & Emacs Lisp, Elixir, Haskell, Java, JavaScript, Python, Ruby, Scala, TypeScript

**Tools:** AWS, Bazel, Docker, Elasticsearch, Heroku, Kubernetes, Meteor, MySQL, Node.js, Rails, Redis, Zookeeper

**Other Interests:** a cappella, board & video games, education, health, Parkour, powerlifting, quantified self, writing