

# LEO P. MARTEL

(650) 900-8070 | [github.com/lmartel](https://github.com/lmartel) | [leo@lpm.io](mailto:leo@lpm.io) | PGP: [leo.pub](mailto:leo.pub)

## 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:** Operating Systems, Compilers, Graphics, Security/Cryptography, iOS, Artificial Intelligence, Machine Learning, Distributed Systems (CS 140, 143, 148, 155/255, 193p, 221, 229, 244B)
- **Major Projects:** Heap Allocator, Ray Tracer, Compiler, Pintos Operating System, Email Importance Estimator, Hacker News Karma Predictor, Code Analysis as a Service, Cheat-Proof Decentralized Game Engine
- **Other Learning:** Recurse Center OSS Retreat (formerly Hacker School), Summer 2015

## WORK EXPERIENCE

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### Asana

San Francisco, CA

*Software Engineer, Infrastructure*

Sep 2015 – present

- 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

### Stanford Computer Science Department

Stanford, CA

*Senior Section Leader*

Sep 2012 – Jan 2014

- Taught a weekly CS106 discussion section, held office hours, and led workshops for new Section Leaders

### 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:** a full Haskell implementation of the (Paxos-like) Raft distributed consensus algorithm [raft.lpm.io](http://raft.lpm.io)

**emacs-asana:** Asana API client in Emacs Lisp with caching, lazy updates and bulk actions [asana.lpm.io](http://asana.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 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)

**TV Tracker:** Rails app providing television show information and watched-episode tracking [tv.lpm.io](http://tv.lpm.io)

- For more information and other projects, see [lpm.io/projects](http://lpm.io/projects) (summaries) and [github.com/lmartel](https://github.com/lmartel) (code)

## SKILLS & INTERESTS

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**Languages:** C, C++, Haskell, Java, JavaScript, Python, Ruby, Scala, TypeScript; some Objective-C, PHP

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

**Other Interests:** a cappella & music, automation & quantified self, education, Emacs, fitness, Parkour, science fiction