
Lalo Martins

Software developer, team manager, Scrum Master, agile coach, product designer

Tokyo, Japan

(phone number on request)

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CV last update: 2023-02-06

SKILLS

Project

- Project conception and design
- Extensive experience with Scrum (as developer and ScrumMaster); Certified ScrumMaster training, Scrum Alliance member
- Experience being involved in all stages of development process, as ScrumMaster, as member of team, as team leader and as the whole team
- Good team bonding and brainstorming skills
- Impediment identification and removal (developing and leading team strategy in case of "big" impediments)
- Stakeholder coaching and management
- Process refinement, personalization, and optimization
- Setting up a team from scratch
- Technical hiring

Development

I have worked in my career with many technologies, including:

- Unreal Engine and Unity
- HTML(5), CSS(3), web standards, real-life web UI development
- JavaScript/ECMAScript (including Node, ES6+)
- React
- Flutter
- Kotlin
- Web technology-based mobile apps via Cordova or React Native
- Python
- C++
- Many more

I also take pride in learning new programming languages and toolchains easily.

Operations

- Continuous Integration
- Infrastructure and application monitoring
- Deployment systems
- AWS, GCP, and Azure

Specifics

- Game development and design, including VR
- Responsive web development (and support for design if needed)
- Mobile web
- Accessibility
- Internationalization and localization

Non-software development

- Skills in writing end-user documentation
- Experience developing and applying training (courses, workshops)
- Languages:
 - Portuguese – native
 - English – fluent
 - German – A2 (good understanding)
 - Japanese – intermediate

EXPERIENCE (highlights)

Socious Global, Tokyo — *Lead Developer/Project Manager*

August 2022 — November 2022

- Full-stack development, JavaScript and TypeScript; infrastructure and devops
- Leading and coaching the development team; maintaining the development process and backlog

Freelance web development and agile consulting

APRIL 2013 — PRESENT, various projects

- Example project: web interface for “Nemo Bridge” <http://nowtilus.tv/> (actual app not public, but demo available on request) — React front-end over a REST API
- Example project: <http://lavapolis.com/> developed with Meteor

Concise Systems, Tallinn — *Senior Full-stack Developer*

January 2022 — August 2022

- Back-end microservice development; node.js and kotlin, kubernetes

VoicePing, Inc and XR Game Studio — *Project Manager, Game Developer, Game Producer, Game Designer*

November 2020 — September 2021

- Managed a distributed remote team developing VoicePing, a React/Electron application with Express on the server side.
- Then moved to the newly formed XR Game Studio <https://xrgame.studio/>, developing VR games in Unreal Engine and Unity.
- Took over as Designer and Producer; led the first title Raygun Chess from prototype to release, including Steam, Itch, and Oculus store publishing.

GrabCAD, Tallinn — *Senior Full-stack Developer*

October 2018 — March 2019

- Server-side (API) components and desktop development using React and Electron

immmr GmbH, Berlin — *Scrum Master*

MARCH 2016 — JUNE 2016

- Responsible for Webapp and Backend teams
- Participated in overall company optimization (meeting structure, hiring, onboarding and offboarding, optimization of internal communication)

Limemakers UG, Berlin — *Technical co-founder and Technical Lead*

APRIL 2013 — MARCH 2014

- Defined and set up the technical architecture
- Wrote the prototype (web-based 3d model customization; meteor and three.js)
- Hired, trained, and integrated the technical team
- Set up the development process

Ableton AG, Berlin — *Scrum Master*

JUNE 2011 — MARCH 2013

- Scrum Master for the Web Team
- Formed and led an Operations team (since July 2012)

Ableton AG, Berlin — *Senior Web Developer*

JULY 2010 — JUNE 2011

Schmap (now Demographics Pro), Beijing — *Web Architect*

APRIL 2006 — JULY 2009

- Senior, decision-making position, including general advice on web and general computer technologies and trends, and participation in company-wide strategy forming
- Designed and implemented some of the products
- Formed and trained the web team

Canonical, Ltd., remote — *Senior Web Developer*

MAY 2004 — OCTOBER 2004

Earlier career and notable achievements

From 2002 to 2005: various contributions to Plone (plone.org), a very popular web application framework at the time, as a byproduct of web development work. Started the Plone Internationalization effort; designed and co-implemented various popular packages, from e-commerce to ORMapping. Started the “Plone Collective”, a package-building community effort.

2000: as a byproduct of web development work, designed and prototyped a template language which would evolve to become Zope's (zope.org) default template system.

1998: started working as web developer and web product designer.

1992 — 2004: created and delivered training in various areas, including introduction to development, introduction to Windows, Python, Zope, Plone, Linux.

1990: started working as software developer.