Marc Pacheco

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Core Skills:

I am a passionate, software architect with a strong sensibility for problem solving and systems design. I'm excited by building systems that enable developers to be productive, allowing teams to ship software quickly with fewer bugs and thereby enabling the features the product team wants.

Extensive knowledge of CSS, HTML PhotoShop, JavaScript, and Ruby as well as Rails, coupled with eight years of test driven development experience.

Employment

7/2018–6/2023:

Hubble, senior architect

Hubble are the world's first platform that helps organizations configure, deliver, and manage all of their workspace needs. I worked across Hubble's multi-disciplinary teams to help ensure knowledge sharing and best practices. In my role as lead architect, I've been responsible for technical design of the 'The Hubble Pass', leading teams, advising on how to make products, and deciding when and how to deprecate and shut down products.

- Led the domain driven design of our new short term office product 'The Hubble Pass'.
- Designed a hierarchical model for geographic search, which was used to facilitate internationalization.
- Devised and implement our development environment based on docker, shell scripting and make, improving productivity and onboarding.
- Was technical lead for the migration of our platform form Heroku to google cloud.
- Facilitated a positive transformation between the development team and the wider company, resulting in increased efficiency and collaboration.
- I have more detail of what did on my work page.

5/2009–7/2018:

Songkick, client-side architect

Songkick is the largest concert discovery platform in the world, serving over 17 million visitors a month.

- Designed and implemented a migration from a monolithic codebase to a SOA architecture, allowing Songkick.com to scale from 400,000 to over 17 million monthly visitors. This allowed the team to move to a continuous delivery process, increasing releases to production from two a month to, 10+ releases per day.
- Designed the page and component model used throughout Songkick's products, which encapsulates functionality allowing developers to make self-contained changes with confidence.
- Technical lead for Songkick's ticketing project, spearheading a domain-driven design approach where we developed a general admission ticketing platform in five weeks. This was extended over the next two years to support reserved seating and paper tickets.
- Post-merger with CrowdSurge, lead a team focused on re-architecting the artist ticketing product, simplifying the product and the platform it ran on. This re-architecture allowed us to sell over 200,000 tickets for Adele's record-breaking 2016–2017 world tour.
- I have more detail of what did on my work page.

6/2006–5/2009:

The Guardian, lead client-side developer

- Established coding practices and development philosophy.
- I helped build the client-side team to five members.
- Line-managed two members of the client-side team.
- I have more detail of what did on my work page.

9/2004–5/2006:

Freelance web development

I worked for: Victoria Real (on Ladbrokes poker website); Wunderman interactive on xbox emails and MSDN; DLKW (now part of MullenLowe London) on the Halifax website; multiple sites for Poke including Orange Entertainment; wheel: on Uniliver; Type 45 for BAE Systems; the H.Samuel and Ernest Jones websites for Signet.

10/1998––6/2003:

Various rolls across multiple industries

Including: Training For Life and DCT IT tutor teaching HTML, CSS, JavaScript, Flash and Office applications; EasyEverything Internet Store: My role as tutor and assistant deputy manager included helping customers and cashing up daily; Big Pictures (photo library): Apple Macintosh operator and general Mac user support work.

Talks and Blog posts

- A post on Songkick's client-side page and component based architecture, which we use across all Songkick products.
- A talk at Qcon 2013 on our SAO migration (video).
- Talk at @media 2008 on making CSS reliable and maintainable.

Education and Qualifications

1998

NVQ Level 2 Computer networking installation and maintenance of NovelNetware networks.

1994–96

Queen Mary and Westfield College Aero Eng Year 1 and 2

1994

'A' level Economics via correspondence

1992

Portuguese 'A' level equivalent in Mathematics

1991

Portuguese 'O' level equivalent in: Portuguese, English, Maths, Physics and Chemistry, Geography and Philosophy