

# Alex Guzman



@reanimus



alex@guzman.io



@alguz



(678) 696-0370

## Objective

Work as a software engineer and write secure, efficient code. Particularly interested in security (both system and network), firmware, and operating systems.

## Experience

### Software Engineer - Meta

May 2017 - Today

- Work on the Transport Security team, in charge of maintaining network crypto libraries and network crypto-related services
- Primarily worked on [Fizz](#), an implementation of TLS 1.3 in C++
- Implemented IETF draft standards for TLS 1.3 and some extensions (certificate compression, delegated credentials, encrypted client hello)
- Mainly working in C++, Python, and C

### Software Engineer - Microsoft Corporation

June 2015 - May 2017

- Worked primarily on [App-V](#) and [UE-V](#)
- Responsible for packaging-related changes necessary for shipping App-V in-box with Windows
- Co-authored a rewrite of one of App-V's core virtualization subsystems
- Experience with writing, testing, and debugging C, C++ in user/kernel mode

### Software Development Intern - SellerLabs

October 2014 - May 2015

- Contributed to the development of [Scope](#) and Accounts service
- Experience using InfluxDB, PHP, and Laravel

### Production Engineer Intern - Facebook, Inc.

May 2014 - August 2014

- Worked primarily in Hack and Python
- Designed a system to increase responsiveness and prevent API failures
- Responsible for writing performant code as part of Facebook's Graph API

## Education

### BS in Computer Science - University of Georgia

Class of 2015

## Skills

- Skilled in C, C++, PHP, Python
- Windows development/debugging
- Proficient in HTML/CSS, Javascript, Obj-C
- Strong UNIX/Linux skills
- Bilingual (English/Spanish)

## Interests

- Computer security and reverse engineering
- Virtualization technologies, both in regards to secure virtual computing and highperformance virtualization
- Embedded firmware/software development