

Huascar A. Sanchez
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US Citizen

Research Interests

My research interests lie in the intersection between Software Engineering, Programming Languages, and Human Computer Interaction (HCI). My current focus is on making programming experience more humane.

Education, Research, and Teaching Experience

PhD., Computer Science (in progress)

UC Santa Cruz, Santa Cruz, CA. Sept 2009 - present.

M.S. Software Engineering

San Jose State University, San Jose, CA. 2006

Highlights

- Published in national & international Soft. Engineering conferences.
- Co-organized few workshops in well-known conferences (i.e., OOPSLA).
- Wrote a M.S. thesis titled “Building Systems using Patterns – Creating Knowledge Maps.”
- Co-administrated the Software Patterns Group at San Jose State University.
- Gave one of the most attended thesis presentations, according to my advisor Dr. M.E. Fayad, at San Jose State University in 2006.
- Co-founded, while in graduate school, a start-up company called vrlSoft, Inc.

Research Experience

Software Patterns Group’s Member

San Jose State University, San Jose, CA. September 2003 – May 2006

- Worked with Prof. M.E. Fayad on Software Stability Concepts and software patterns to quantify team dynamics in software development and to improve the quality of developed artifacts.
- Worked with Prof. M.E. Fayad on analyzing the scalability of software architectures developed with Software Stability in mind vs. traditional approaches.
- Implemented several design patterns formulated during the software patterns group’s regular meetings. Acknowledged for writing a set of guidelines for implementing patterns, in Java, with Software Stability in mind. Generated several publications from this work.

Publications

- Huascar A. Sanchez, Building System using Patterns - Creating Knowledge Maps, MSc. in Software Engineering Thesis, School of Engineering, Computer Engineering Department, San Jose State University, May 2006.
- J. Gresh, J. McKim, H. Sanchez, The Dynamic Mapping Design Pattern, The 12th Pattern Language of Programs (PLOP) September 7-10, 2005, Allerton Park, Monticello, Illinois, USA.
- H.A. Sanchez, M.E. Fayad, the Branding Analysis Pattern, the 4th ACS/IEEE International Conference on Computer Systems and Applications (AICCSA-06), March 8-11, 2006, Dubai/Sharjah, UAE.

- M. E. Fayad, Haitham S. Hamza, and Huascar A. Sanchez, Towards Scalable and Adaptable Software Architectures, the 2005 IEEE International Conference on Information Reuse and Integration (IEEE IRI-2005) August 15-17, 2005 Hilton, Las Vegas, Nevada, USA.
- M.E. Fayad, H.S. Hamza, and H. A. Sanchez. Towards Scalable Software Architectures. IEEE International Conference on Information Reuse and Integration, Las Vegas, NV, November 2004.
- Huascar A. Sanchez, Laying the foundations for Branding as a Stable Analysis Pattern, the 19th European Conference on Object-Oriented Programming (ECOOP) - Workshop on "Building A System Using Patterns: Examine the Illustrious Claim," July 25-29, 2005, Glasgow, Scotland.
- Mohamed Fayad, Huascar Sanchez, and Haitham Hamza, A Pattern Language for CRC Cards, the 11th Pattern Language of Programs (PLOP) September 8-12, 2004, Allerton Park, Monticello, Illinois, USA.
- Mohamed E. Fayad, Huascar Sanchez, and Gaston R. Cangiano, Stable Automation Pattern, the 4th Latin American Conference on Pattern Languages of Programming (Sugarloaf Plop) August 10-13, 2004, Porto Das Dunas, Ceara, Brazil.
- M.E. Fayad, H.S. Hamza, and H.A. Sanchez, A Pattern for an Effective Class Responsibility Collaborator (CRC) Cards, the 2003 IEEE International Conference on Information Reuse and Integration (IEEE IRI-2003), Las Vegas, NV, October 2003.
- M.E Fayad, H.A. Sanchez, and Binbin Lai. The Applications of Sampling Pattern. Sixth International Conference on the Unified Modeling Language (UML 2003), Workshop on Stable Analysis Patterns: a true problem understanding with UML, workshop #8, San Francisco, CA, October 20-24, 2003.
- M.E Fayad, H.A. Sanchez, and G.R. Cangiano. The Automation Analysis Pattern. Sixth International Conference on the Unified Modeling Language (UML 2003), Workshop on Stable Analysis Patterns: a true problem understanding with UML, workshop #8, San Francisco, CA, October 20-24, 2003.
- H.A. Sanchez, B. Lai, and M.E. Fayad, The Sampling Analysis Pattern, the 2003 IEEE International Conference on Information Reuse and Integration (IEEE IRI-2004) October 27-29, 2003, Las Vegas, Nevada, USA.

Workshops

- M.E. Fayad (Chair), Chia-Chu Chiang, Huascar A. Sanchez, Pablo Chacin, Srini Ramaswamy, Arturo Sanchez-Ruiz, Selmin Nurcan, A. Kannammal SampathKumar, The First International Workshop on Patterns Languages: Addressing Challenges, Montreal, Canada, October 21, 2007 (in conjunction with OOPSLA 2007).
- Mohamed E. Fayad, Huascar A. Sanchez, and Haitham S. Hamza, Focus Group on Building Systems of Patterns, the 11th Pattern Language of Programs (PLOP) September 8-12, 2004, Allerton Park, Monticello, Illinois, USA.

Teaching Experience

Teaching Assistant

San Jose State University, San Jose, CA. October 2004 – July 2005

- Advance Database systems (CmpE 226).
- Software Architectures (CmpE 296G).

- Software systems (CmpE 202).
- Software Engineering I & II (CmpE 133/CmpE 138).

Programming Tutor

San Jose State University, San Jose, CA. October 2004 – July 2005

- Tutored undergraduate and graduate students in UML using Rational Rose.
- Tutored undergraduate students in strategies for transforming UML models to Java code, and intermediate/basic Java programming.

Professional Affiliations

Association of Computing Machinery – ACM. www.acm.org

Employment

Professional Development

Software Developer

Pearson VUE, Bloomington, MN. January 2006 – August 2009

- Worked on the next generation of online tools, in Flex & Java, for managing test centers.
- Supported mission critical Java Swing and database-driven scheduling/registration applications.
- Co-architected an enterprise-level correspondence system for managing and delivering highly configurable correspondence in response to business events.
- Contributed accurate artifacts, i.e., a load-unit testing framework (in Java), which enabled peers to their jobs more efficiently.
- Mentored new developers on use of a proprietary reporting application.

Software Engineer

Vengencemedia, Inc., Burlingame, CA. March 2008 – June 2009

- Contributed key artifacts, i.e., a service (in C#) that supplies streaming information to users to create their products' stories, which accelerated company's productstory site public-launch.
- Took ownership of preparing a thorough description, i.e., white papers and patent description, of our technology.

Software Engineer/Co-founder

vrlSoft, Inc., Santa Clara, CA. March 2005 – December 2005

- Advised peers on use and benefits of unit testing and code coverage frameworks in software development.
- Actively involved in every aspect of the company's software development lifecycle.
- Designed and implemented, in Java, an analysis pattern that epitomized several branding techniques. Presented this work in ECOOP 2005.

Web Developer/Freelance

Self-employed, San Jose, CA. March 2003 – February 2005

- Designed and implemented, using different Web technologies, several user-centered websites for different clients in the Bay area.
- Improved client's online operations in anticipation of increased customer demands by designing and implementing several inventory systems.

Computer Skills

- Software patterns, refactoring, and unit/performance testing.
- Java 5.0 & 6.0, C#, LinQ, Sql, Html, Css, and Xml/Xslt.
- Guice (Google's DI framework), Java Generics, Ant, EasyMock, JUnit, TestNG, and JUnitPerf.
- Familiar with Java Swing, Jaxb, Json, Flex, and libraries for Flex development, such as PureMVC, and Degrafa (Declarative Graphics Framework).
- IntelliJ IDEA, Visual Studio .Net, Flex builder, e-texteditor, Enterprise Architect, and XmlSpy.

Personal

Fluent in Spanish; interested in classical painting and foreign films; love travelling and the culinary arts.