Justin Cano

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ABOUT

I am currently working as an **Experience Engineer** on the **Experience Studios team** at **Google**.

The Experience Studios team **leads the design and production of physical spaces** where Google hosts its **top clients** and **most important partners**. My **role** on this team is **developing** both **web and native software applications** that help deliver Google-y experiences.

EDUCATION

UNIVERSITY OF CALIFORNIA, RIVERSIDE

BS in Computer Engineering
June 2014 | Riverside, CA

LINKS

http://jcano.me
Github:// **earthican**
LinkedIn:// **justincano**

SKILLS

PROGRAMMING LANGUAGES

Proficient in:
Python • JavaScript • HTML/CSS
With some experience in:
Scala • Bash • C/C++ • Java • SQL

FRAMEWORKS AND TOOLS

Angular • React
Hadoop • Spark • Airflow

PLATFORMS

OSX • Linux • Windows
Unity3D • Raspberry Pi • Arduino

INTERESTS

Software design and development
Embedded devices • AR • AI
Finance • Energy • Robotics
User experience
+ various other trends in tech

WORK EXPERIENCE

GOOGLE | Experience Engineer

Sep 2017 – Present | Mountain View, CA

- Developing software applications for physical spaces that personify Google in the real world, playfully showcasing Google technology to inspire wonder and delight to Google's top clients

RALLY HEALTH | Software Data Engineer

Sep 2015 – Sep 2017 | San Francisco, CA

- Software Engineer on the Data Team working on the data analytics pipeline
- Maintained software libraries that serve as entry points to the analytics pipeline
- Led the effort to automate the software release process for the Data Team, significantly reducing the number of manual steps

INSIGHT DATA SCIENCE | Data Engineering Fellow

Jun 2015 – Jul 2015 | Palo Alto, CA

- Participated in a Data Engineering Fellowship to learn how to use and implement Big Data tools in the Hadoop ecosystem
- Built a data pipeline that extracts and builds a hyperlink graph from Common Crawl's April 2015 web corpus using HDFS, Spark, GraphX, and HBase

LOQATE | Support Engineer

Nov 2014 – May 2015 | San Mateo, CA

- Software Engineer on the Support Team, providing software support to clients

JETHEAD DEVELOPMENT | Software Engineer Intern

Jun 2013 – Sep 2013 | Carlsbad, CA

- Software Engineer Intern, providing bug fixes and enhancements for DirecTV Set-Top-Boxes

ADDITIONAL PROJECTS

MENTIONIFY

Aug 2015
http://jcano.me/mentionify/
Developed an **open source JavaScript** library that renders @'s in the DOM's text to social media profile links for JavaScript development practice

RASPBERRY PI CAMCORDER

Jun 2014 – Jul 2014
http://jcano.me/dl/Kistner-et-al.pdf
Spent a summer developing a **Raspberry Pi camcorder** for the **University of California, Riverside Entomology Department** to capture footage of insect eggs **to aid in their research**

TO THE TOP

Apr 2014 - Jan 2014
https://youtu.be/yh5RhFYXy6c
As a **senior design project** during my undergrad at UCR, my team and I **conceptualized** an **original 3D vertical runner game**. We developed it for the **mobile platform** using the **Unity 3D game engine**. The **player** plays as a **monkey** climbing **to the top** of a tree while avoiding obstacles. It includes two game modes: **Infinite (Classic) Mode**, featuring an **infinitely generated map**, and **Arcade Mode**, which features a number of various pre-designed levels.