DIETRICH DAROCH

Software Engineer

@ dietrich@daroch.me 📍 San Francisco, CA 🌐 dietrich.daroch.me github.com/Dietr1ch in dietrichdaroch

Experience

Software Engineer
Google

📅 Jan 2017 – Jan 2024 📍 San Francisco, CA

- Designed and implemented new data ingestion infrastructure to scale with dataset growth and new data freshness demands
- Investigated latency and performance issues leading to improvements on critical user flows
- Managed infrastructure and ensured capacity, availability, and locality of our global deployment
- Created smaller, yet representative reproducible testing environments for benchmarking and release testing
- Lead development of data experimentation tools on personal environments that eliminated coordination delays for developers

Lecturer
PUC Chile

📅 Aug 2021 – Dec 2021 📍 Remote

- Co-lectured undergrad AI class. Taught Deductive AI (Search & Logic)

Software Engineering Intern
Foris

📅 Jan 2014 – Mar 2014 📍 Santiago, Chile

- Benchmarking and tailoring timetable optimization algorithm for our largest client

Publications

📰 Journal Articles

- J. A. Baier, **D. Daroch**, J. L. Reutter, and D. Vrgoč, "Evaluating navigational RDF queries over the web," *CoRR*, vol. abs/1701.06454, 2017.

👥 Conference Proceedings

- J. A. Baier, **D. Daroch**, J. L. Reutter, and D. Vrgoč, "Evaluating navigational RDF queries over the web," in *Proceedings of the 28th ACM Conference on Hypertext and Social Media, Prague, Czechia, July 4-7, 2017*, 2017, pp. 165–174.
- J. A. Baier, **D. Daroch**, J. L. Reutter, and D. Vrgoč, "Property paths over linked data: Can it be done and how to start?" In *Proceedings of the 7th International Workshop on Consuming Linked Data, COLD@ISWC 2016, Kobe, Japan, October 18, 2016*, 2016.

Summary

Software Engineer interested on correctness, performance and reliability. Seven years of experience at Google and a background on Deductive AI research.

Awards

🚀 **Silver Perfy Award**
Google 2020
Latency improvements on serving stack

🏆 **Top-25 winners**
Standford's Global Innovation Tournament 2009
Recycling arcade project was one of the 25 winners

🏆 **National third place**
ACM ICPC Latin America Regionals, 2010

Skills

Distributed Systems | Performance
Debugging | Reliability

C++ | Linux | Git | gRPC | Emacs

Education

M.Sc. in Computer Science
PUC Chile

📅 Aug 2015 – Dec 2016

- Research on AI Search applications to Distributed Graph Databases
- Completed all coursework

B.Sc. in Computer Science
PUC Chile

📅 Mar 2009 – Dec 2016

- Teaching assistant on Artificial Intelligence, Operating Systems and Competitive Programming classes
- 3rd best score on ABET exam
- Research on Real-time Heuristic Search Algorithms