Juan Berretta

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Github: https://github.com/JuanbiB
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Education:

Oberlin College, Oberlin, OH
Major: B.A. Computer Science
Expected Graduation Date: May 2018

Address: 117 North Main St, OH 44074
Languages: Fluent in English, Spanish, Portuguese

Awards

DIS (Copenhagen) Award for Academic Excellence in Computer Science

Programming Skills

C++, C, Python, Java, C#, HTML, CSS, Javascript, ReactJS, Git, Emacs, Unix, Windows

Work Experience

Software Engineer Intern - Google
Sunnyvale, CA | May – August 2017

- Performed improvements to a large-scale system testing framework used by the storage teams in Technical Infrastructure (Spanner, BigTable, Colossus) to enhance usability and debuggability.
- Decreased time between development iterations for this framework by speeding up test initialization by a margin of ~60%.
- Extended the current global logging framework to provide a more centralized and controlled workflow.
- Implemented a testing template that allows developers to perform an arbitrary amount of operations per second on a their system under test.

Engineering Practicum Intern - Google
Mountain View, CA | May – August 2016

- Designed, implemented and launched a new machine troubleshooting aid, that gathered information from two dozen systems and presented the results in a single central location, improving productivity.
- Re-wrote backed server for a network statistics dashboard, resulting in a 5x speedup.
- Fixed various bugs and implemented several new features for the dashboard.
- Added support for new networking protocols to a multi-node traffic generator used for performance testing.
- Contributed over 2500 lines of code to the their codebase.

Software Developer – Oberlin College
Oberlin, OH February | February – December 2016

- Part of a team responsible for the maintenance and development of the Oberlin Environmental Dashboard, an interactive online system put in place to 'Educate, Motivate, Empower!"
- Framework built mostly on ReactJS, but also used jQuery, Node.js, HTML and CSS.
- Goals include raising awareness of the usage of resources around the city of Oberlin by monitoring these in real time and putting them on display.

Software Projects

Exca-Mage

- Designed and implemented a 2D video game built using the Unity engine along with three other team members.
- Responsible for game mechanics, design choices, testing, asset creation and prototyping.
- Implemented with C# with over 9000 lines of code committed.

Machine Learning for Optimal In-Game Performance

- Planned, implemented and trained a Q-Learning algorithm in Python to provide the most optimal succession of abilities a player should perform to maximize their combat performance in an online multiplayer game.