

Mario Jiménez

SOFTWARE ENGINEER

✉ mario.emilio.j@gmail.com | 🌐 marioj.dev | 🐙 github.com/MarioJim | 🔗 linkedin.com/in/mariojim

Experience

Software Engineer

April 2023 - Current

GOOGLE

New York City, NY

- Working in the Developer Journeys and Solutions team, in charge of Google's CMS for documentation, along with efforts to understand developer's workflows and behaviors
- Designed and implemented a Go-based service responsible of updating an eventually consistent data source serving metadata for documentation sites across Google (XMs of pages). The service efficiently handles X00 writes/second, while maintaining a minimal 11% overhead over raw SQL statements
- Contributed to the development and launch of an executive-facing internal dashboard, utilizing data insights derived from Google product utilization by developers. Implemented key backend features, designed and integrated frontend chart visualizations, and established ETL pipelines to support data-driven decisions at leadership level

Software Engineering Intern

January 2023

SCOVILLE CO., LTD.

Tokyo, Japan

- Collaborated in a team of 5 interns to research and develop author obfuscation techniques, which involved combining multiple NLP-based methods to conceal the stylistic identity of authors
- Developed a production-ready application using Flask and PostgreSQL to implement the backend, and utilized React and TypeScript to create a performant and scalable interface for calling these AI models

Software Engineering Intern

June - August 2022

GOOGLE

Mountain View, CA

- Worked with the Flutter team in their efforts of supporting internal services on new desktop applications
- Implemented a Flutter plugin for storing and uploading logs in first-party desktop apps using bidirectional communication through method channels between the plugin's API (Dart) and its implementation (Objective-C/C++)
- Introduced a large scale change (~100 files) in BUILD rules across Google's monorepo in order to improve the dependency check used to verify that Flutter applications correctly import plugins

Software Engineering Intern

January - March 2022

META

Remote

- Worked with the Unigraph team (Infra pillar), responsible for managing code size around Meta's products
- Rewrote an algorithm in charge of traversing and topologically sorting a 100,000-node graph using Rust, reducing its execution time from ~18s to ~750ms

Software Engineering Intern

June - August 2021

MICROSOFT

Remote

- Worked on the Field Service Mobile team from the Dynamics 365 division
- Participated in the creation of a simple feature on the Field Service app, from gathering requirements and an initial design, through its implementation, documentation and testing using TypeScript and React Native
- Built an audio recording pipeline from recording an audio stream and encoding it using the Android NDK (C++)

Education

B.S. Computer Science and Technology

August 2018 - December 2022

TECNOLÓGICO DE MONTERREY

Mexico

- Graduated Magna Cum Laude, with a 97/100 GPA and an award by CENEVAL's national exam
- Relevant coursework: Analysis and Design of Algorithms, Mobile Application Development, Advanced Database Systems, Web Applications Development, Software Design and Architecture, Compiler Design

Skills

Languages TypeScript (proficient), Go (proficient), Kotlin, Rust, C++, Python

Tools & Platforms Fig/Mercurial, Git, Docker