Mario **Jiménez**
SOFTWARE ENGINEER

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Experience

Incoming Software Engineer
GOOGLE
April 2023 - Current
New York City, NY

- Working in the Developer Journeys and Solutions team, in charge of Google's CMS for documentation, along with other efforts to understand developer's workflows and behaviors

Software Engineering Intern
SCOVILLE CO., LTD.
January 2023
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 stylometric 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
GOOGLE
June - August 2022
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
META
January - March 2022
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
MICROSOFT
June - August 2021
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++)

Cybersecurity Intern
GRUPO FINANCIERO BANORTE
January - July 2020
Mexico City, Mexico

- Built and deployed a dashboard to help assess cybersecurity risks that affect the institution in a day-to-day basis
- Created several graph and hierarchy visualizations rendered with the help of React and D3.js
- Developed Python scripts to clean and transform the data from Excel spreadsheets to a variety of JSON and CSV files for easier use in the web app

Education

B.S. Computer Science and Technology
TECNOLÓGICO DE MONTERREY
August 2018 - December 2022
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), Rust, C++, Java, Python
Tools & Platforms	Mercurial, Git, Docker, GitHub Actions (CI/CD pipelines)