

Quinn Perfetto

<http://quinnftw.com> • <http://github.com/quinny>
quinnperpetto@live.com

WORK EXPERIENCE

GOOGLE | STAFF SOFTWARE ENGINEER

June 2017 – Present | Mountain View, CA

- Technical Lead of the 10 person team which owns and maintains the backend infrastructure that powers machine learned people autocomplete for first party applications (Gmail compose recipients, Google Calendar event invitees, Drive document sharing and comment mentions, etc.)
- Act as the production lead and liason between software engineers and site reliability engineers
- Design and develop services which handle billions of requests
- Write and review engineering design documents for large scale applications

GOOGLE | SOFTWARE ENGINEERING INTERN

May 2016 – August 2016 | Mountain View, CA

- Developed a pipeline for evaluating the effectiveness of different machine learning models offline (As of 2021 the pipeline is still in use with marginal maintenance overhead)
- Efficiently computed comparison statistics over billions of impressions per day
- Refactored an existing data fetch and logging architecture to optimize for parallelism
- Succeeded in reducing response latency for a service with an extremely high query per second rate

BLOOMBERG LP | SOFTWARE ENGINEERING INTERN

May 2015 – August 2015 | New York, NY

- Worked on the software infrastructure team to design a service and .NET application which allowed quality assurance testers to automate the process of UI testing
- Integrated said service seamlessly into existing testing workflows and tools
- Implemented a parallelized image comparison library with support for generating difference images

EDUCATION

UNIVERSITY OF WINDSOR | HONOURS COMPUTER SCIENCE, MINOR IN MATHEMATICS

September 2013 – May 2017 | Windsor, ON | Major Average - 95.3 (4.0)

- Graduated with Great Distinction

TECHNICAL SKILLS

PROGRAMMING LANGUAGES C++ • C • Python • Java • C# • Go • \LaTeX • Bash

AREAS OF FOCUS Infrastructure Design • Reliability • Algorithms and Data Structures • Multithreading • Optimization • Discrete Math

MOST RECENT SIDE PROJECT

GUITAR EFFECTS PROCESSOR GITHUB

- Applies digital signal processing algorithms to guitar signals and allows effect customization via custom software
- Powered by a raspberry pi with a touch screen and housed in a custom 3D printed case
- Software interfaces with hardware buttons to allow for analog input

RECENT VOLUNTEERING

- Participated in a Google Student Developer Club Career Panel
- Acted as the director of tech support for Camp Cryptobot, a camp for high school students where they learned to program Sphero devices
- Coached high school aged children through writing and running interactive programs on Raspberry Pis (Press)