

Ricardo Carrillo

Software engineer

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<https://github.com/RiccardT>

EXPERIENCE

Google Play, Mountain View, CA - L3 Software engineer

Aug 2021 - present

- Rebuilt the main [Search UI component](#) for 40% (134M+) of search queries on Google Play, which reduced code execution path counts by -96%.
- Designed & implemented a [card collapse feature](#) which improved ad clicks by 1.25% (256K+).
- Recreated & collectively launched the "[What's new UI](#)" card on apps details pages, which collectively led to a 30% load time improvement.
- Collectively led interns through the design & implementation of the [apps reporting page](#) architecture migration for apps/games, which unified reporting across Play & reduced lines of code by 10%.
- Collectively rebuilt the [expanded description page](#) for apps from an MVC to an MVVM architecture, which improved test coverage by 18%.
- Co-Lead & won our team's 2023 tech debt competition (Fixit), which in total resolved 33 open bugs in 1 week.
- Designed & implemented a flake resistant UI test for [apps details pages](#) to replace 34 flaky tests, which improved the signal to noise ratio for test runs by 97%.

Chase, Columbus, Ohio - Software engineer

Feb 2020 – Aug 2021

- Developed a CI/CD pipeline for the firm's certification applications which saved 30 minutes of daily dev time.

EDUCATION

UT Rio Grande Valley, Edinburg, TX - Mechanical Engineering & Computer Science

Graduated December 2019

SKILLS

Mobile development

- Native [◆◆◆]
- React-native [◆]

Web development

- React [◆]
- Backend [◆]
- HTML/CSS [◆]

Engineering

- Test-driven design
- Behavior-driven tests
- SOLID Design patterns

Blockchain

- Ethereum/EVM
- Bitcoin

Tooling

- Git/Github
- Linux

Languages

- HTML/CSS/JS
- Kotlin/Swift
- Solidity
- Python
- Rust
- Go