

Ashley La Rotonda

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EDUCATION

Northeastern University | Boston, MA

Khoury College of Computer Science

Candidate for Bachelors of Science Computer Science and Mathematics

SEPT 2022 - PRESENT

(exp.) MAY 2026

GPA: 3.8/4.0

Relevant Courses: Computer Systems, Computer Graphics, Data Structures and Algorithms, PL, Object Oriented Design, Theory of Computation, Discrete Structures, Linear Algebra, Probability and Statistics, Number Theory, Group Theory

TECHNICAL SKILLS

- **Languages:** Java, C/C++, HTML/CSS, JavaScript, Typescript, Dart, Python, Vim, SQL
- **Frameworks:** Angular, Flume, React, Flask, Three.js, Apps Framework
- **Software/Systems:** Git, Linux Ubuntu, MacOS, OpenGL, Google Spanner, Arduino

EXPERIENCE

Google

Workspaces Meet Rooms (Fleet) SWE Intern | New York City, NY

MAY 2025 - AUG 2025

- **Engineered** a **bulk calendar assignment feature** for Google Meet Hardware using **CSV uploads** and **Java Apps Framework**, **significantly reducing administrative overhead** for managing device fleets.
- **Authored** a comprehensive **design document**, detailing background information, various design nuances and choices/alternatives, **securing approval from all relevant stakeholders**.
- Ensured the quality and reliability of the bulk upload feature by creating a detailed **test plan** and conducting **thorough testing**, identifying and facilitating the resolution of several **critical bugs prior to launch**.
- **Collaborated** with Technical Writers and Product Managers in blog post discussion to ensure timely and accurate updates to help center articles and to inform clients about the new Calendar Assignment Bulk upload feature release.
- **Enhanced the Admin Console UX** by developing a feature to configure Organizational Unit (OU) assignments for individual Google Meet Hardware devices, **simplifying device management workflows for administrators**.

Google Play Device Data STEP Intern | Mountain View, CA

MAY 2024 - AUG 2024

- **Designed** and **implemented** an abstract, client-facing **Java pipeline** for offline batch updates to client data, **reducing client development time** for data mutations and **systemizing team onboarding** for new use cases.
- **Constructed** a **data reader** into the pipeline, enabling **dynamic querying** based on parameter interfaces and automating the **mutation process** for client data.
- Prototyped and demonstrated a real client use case by extending the pipeline to update data's Time To Leave, showcasing potential functionality and providing a comprehensive client user guide.
- Collaborated on **security** and **cost-efficiency strategies** to ensure data consistency and mutation management for tables outside client ownership.

Corp Eng Elements STEP Intern | Sunnyvale, CA

JUNE 2023 - SEPT 2023

- **Developed** and **demonstrated** the **ACX Feature Highlight component** using HTML, CSS, and **Angular Dart** to enhance the **accessible promotion** of new internal features.
- **Bridged communication** between CE Elements' design/accessibility specifications and the ACX team's requirements, facilitating migration and **promoting accessibility for 10 transitive uses across 4 teams**.
- **Spearheaded development** of boilerplate code, content configuration, action handling, and keypress events, ensuring accessibility through efficient task structuring, delegation, and thorough testing.

Burnes Center for Social Change

Incoming Generative AI Product Developer Co-op | Boston, MA

FALL 2025

Storm Flag

Associate Game Engineer Co-op | Dedham, MA

AUG 2024 - JAN 2025

- Enhanced a **web-based game engine**, serving millions of players, by leveraging **TypeScript**, **HTML/CSS**, **React**, and **Python** to deliver **high-performance solutions**.
- **Developed complex game logic** and configurations for diverse casino games, ensuring seamless integration and performance using multicast events, JSON inheritance, and advanced architectural techniques.
- **Collaborated with the art team** to implement and programmatically integrate **3D graphics** using **Three.js**