

Joe Brunner

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Employment

Square

Senior Software Engineer, Prices

03/2019 - present

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Google, Inc.

Software Engineer, Core Search Features / Search Platforms

06/2014 - 03/2019

- Implement changes to Search's frontend server (mostly Java, Python, HTML), serving billions of users worldwide.
- Own the content and presentation of core features such as standard web results and real-time (Twitter) results.
- Develop a library of reusable, cross-platform, common UI elements like carousels, buttons, and image layouts.
- Pioneer infrastructure enabling rapid feature development and growth opportunities for emerging platforms.
- Maintain and improve internal web templating language, supporting hundreds of features and their use-cases.
- Marshal the Search frontend server release, overseeing canary and production rollouts and handling escalations.
- Accumulate expertise in other areas including accessibility, experimentation, internationalization, and logging.

University of Rochester

IT Consultant / Senior Student Lead, Information Technology Services

09/2010 - 05/2014

- Troubleshooted student and faculty issues such as account access, network connectivity, and malware infections.
- Managed staff hiring, scheduling, and training processes as promoted Senior Student Lead from 2012 - 2014.

FactSet Research Systems

Software Engineer Intern, Idea Screening

05/2013 - 08/2013

- Created a debugging tool to help FactSet's full-time engineers profile the Idea Screening web application.

Education

University of Rochester

Bachelor of Science in Computer Science / Bachelor of Arts in Mathematics

09/2010 - 05/2014

- Earned cumulative GPA of 3.61 (from 4.0), with core Computer Science of 3.68 and core Mathematics of 3.53.
- Twice participated in scholastic extracurriculars such as the CS Games annual inter-collegiate competition.
- Played four years of soccer at the club level and held an elected leadership role on the team from 2012 - 2014.

Projects

Orange and Blue League

Creator, Fairylab (<https://fairylab.surge.sh>)

10/2016 - present

- Automate a series of repetitive tasks relating to a friendly online competition simulating a baseball league.
- Ensure resiliency to unexpected or missing inputs through task isolation, logging, and dynamic app reloading.
- Leverage common, well-tested infrastructure between tasks, resulting in consistent and predictable behavior.

- Deploy carefully presented, curated information to the static Fairylab website following the completion of each task.

Last updated March 2019