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https://jeremyasuncion.io
https://github.com/codemonkey800
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EDUCATION

San Jose State University   **August 2014 — Expected May 2018**

- Bachelors of Computer Science
- Relevant Coursework:
  Introduction to Programming, Introduction to Data Structures,
  Data Structures and Algorithms, Object-Oriented Design

EXPERIENCE

- **Google** — Software Engineering Intern   **May 2017 — August 2017**
  - Created internal dependency visualization tool using Cytoscape.js, Polymer, and Material Design
  - Improved performance of Gmail JavaScript loader
  - Reduced Gmail initial load JS heap by about 5%-10%
  - Consolidated legacy Closure templates and removed old duplicated code
  - Expected impact of Gmail project: **~1.2 Billion Users**
- **Google** — Engineering Practicum Intern   **May 2016 — August 2016**
  - Migrated legacy and synchronous server component to use newer, asynchronous APIs
  - Wrote unit tests for migrated component resulting in 94% code coverage
  - Used Dart and Angular 2 with the Angular Material Design Framework
  - Implemented component for new AdWords frontend to handle url validation
  - Exposed to enterprise development practices and Google infrastructure
  - Ate way too much food
- **Party Gorilla** — Coding Intern   **January 2016 — May 2016**
  - Migrated existing Parse backend to IBM BlueMix and database to Compose.io
  - Incorporated Docker based workflow and introduced Docker practices to team
  - Wrote and open sourced Docker image containing development environment for Swift and Perfect Lib
- **SONOS** — Software Engineering Intern   **June 2015 — October 2015**
  - Spearheaded a web project during the summer
  - Used modern web technologies: React.js/Flux, Babel (ES6/ES7), Node.js, Gulp
  - Designed using Suit v2, Sonos' responsive web framework
  - Incorporated internal REST and WebSocket APIs to build a real time web application
  - Exposure to Agile and SCRUM development methodologies
  - Exposure to Perforce and ReviewBoard for code submissions
  - Wrote Gulp tasks to compile the site, run unit tests in Mocha, and deploy to Amazon Web Services

PROJECTS

- **MLG Sounds for Messenger**
  - Design adhered to Material Design, and developed with compatibility down to Jelly Bean.
  - Integrated Facebook's Messenger APIs for sending sounds.
  - Acquired over 172,000+ downloads, and received over $600 in ad revenue

ACTIVITIES AND LEADERSHIP

Google Startup Weekend — Team Gail 3rd Place — April 2015

- Assisted with technical discussion regarding application development
- Created "always listening" service to provide "Ok Gail" recognition similar to Google Now's "Ok Google"
- Solely developed RESTful API implementing the streamlined nurse to doctor documentation process

SJSU CS Club Android Workshop Lecturer — January-April 2015

- Lectured several undergraduate and graduate SJSU students Android development
- Co-leader in workshop activities and project management
- Primary maintainer of Github repo