Jeremy Asuncion

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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
- Migrated Gmail's js iframe to script async tags, improving Chrome/V8 caching and enabling script streaming
- Reduced Gmail initial load JS heap by about 5%-10%
- Consolidated legacy Closure templates and removed old duplicated code
- Worked closely with designers to develop new Gmail initial loading bar
- 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