

Stephen Greco

Brooklyn, NY
646-359-1618
stephen@sgre.co
www.sgre.co
github.com/gr3co

Experience

Google Inc — New York, NY — 2016 - Present

Software Engineer, Google Sheets

- Designed and implemented many cross-platform, user-facing, full-stack features and tools
- Led multiple projects with other engineers, including a revamped printing flow and keyboard compatibility
- Mentored junior engineers and provided guidance for other teammates

Cisco Meraki — San Francisco, CA — Summer 2015

Software Engineering Intern, Systems Manager

- Contributed a large share of the development of the revamped Systems Manager iOS app in Swift
- Added new Mobile Device Management payload capabilities to the SM platform in Ruby

Google Inc — Mountain View, CA — Summer 2014

Software Engineering Intern, AdWords

- Developed a full-stack retrying service for policy error failures in Campaign Management
- Wrote comprehensive unit and integration tests to ensure feature robustness

CMU Computing Services — Pittsburgh, PA — 2012 - 2015

Technical TEF Manager (2013 - 2015)

- Responsible for working with other managers to improve user experiences in computer clusters
- Contributed to the hiring, training, and mentoring of operators, while also working on various projects

Technology Enhanced Facilities Operator (2012)

- Provided customer service and technical support for students and faculty using computer clusters
- Kept computers clean, troubleshoot basic technical issues, and reported issues when necessary

Education

Carnegie Mellon University — Pittsburgh, PA — December 2015 — 3.3 GPA

B.S. Electrical and Computer Engineering with a Minor in Computer Science

Relevant coursework: Embedded Systems Design, Web Application Development, Entrepreneurship for Computer Scientists, Cloud Computing, Embedded Real-Time Systems, Science of the Web, Structure and Design of Digital Systems, Parallel and Sequential Data Structures and Algorithms, Computer Systems, Functional Programming

Stuyvesant High School — New York, NY — June 2012

Skills

- **Strongly proficient in Java, JavaScript (Closure, node.js), and Python (TensorFlow)**
- **Strong experience with native web technologies and integration with backends**
- **Moderate experience with iOS development and machine learning**

Personal Projects

- **Enlighten**, a capstone project involving hacking an LED lightbulb to transmit data to an iPhone camera
- **Transform3D**, an e-commerce Python/Django site specializing in sharing 3D-printed object files
- **TapDance**, a Dance Dance Revolution clone for iOS that utilizes a Myo armband for movement data
- **Comfort**, an iOS app utilizing Parse that allows users to offer and request services from strangers
- **Pindro**, a location-based social app for iOS that allows users to pin photos and videos on a map
- **Bubble Outlast**, an arcade-style game for iOS in which a player's bubble has to eat smaller bubbles
- **MintyFox**, a website utilizing angular.js and Firebase that aids a group of friends in meeting up in public