Jon **Buckley**

SOFTWARE ENGINEER

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Education

Carnegie Mellon University   *Pittsburgh, PA*

B.S. IN COMPUTER SCIENCE   *Aug. 2013 - PRESENT*

- Cumulative GPA: 3.73
- Expected graduation of December 2016
- Studied abroad for a semester in Tokyo, Japan

Experience

Google, Brand Formats Team   *Los Angeles, CA*

SOFTWARE ENGINEER INTERN   *Summer 2016*

- Developed cross-stack feature for Google's Ads back end (C++/HTML/JS)
- Coordinated with open-source project, AMP

CMU School of Computer Science   *Pittsburgh, PA*

PARALLEL & SEQUENTIAL ALGORITHMS AND DATA STRUCTURES TUTOR   *Aug. 2015 - Dec. 2015*

- Met with students one-on-one to help them understand data structures and algorithms, with a focus on parallelization

Google, Internal Tools Team   *Seattle, WA*

SOFTWARE ENGINEERING TOOLS & INFRASTRUCTURE INTERN   *Summer 2015*

- Constructed tool for debugging JavaScript unit tests (Python, JavaScript)
- Worked closely with the V8 JavaScript engine

Cube4 LLC   *Columbus, OH*

WEB DEVELOPER INTERN   *Summer 2014*

- Worked on business logic of software-as-a-service for managing healthcare compliance (C#/HTML/JS)
- Utilized ASP.NET MVC framework and DevTools Express front end library

Skills

Programming Languages

- **>10,000 lines:** C++, JavaScript, Java, HTML, CSS
- **>1,000 lines:** Python, C#, SML, SQL

Projects

Pong VR (Virtual Reality)

GOOGLE CARDBOARD GAME   *July 2016*

- Built game where user plays pong in 3D prism
- Leveraged Unity & Google VR plugin

www.cmsr.co

CARNEGIE MELLON SOLAR RACING WEBSITE   *Aug 2014 - Present*

- Constructed website for on-campus club using Node.js back end, Twitter Bootstrap front end

Hanashi   *MHacks*

ANONYMOUS MESSAGING SERVICE   *Fall 2014*

- Built web app with small team that provides an anonymous messaging service
- Used Web Sockets API and Django back end