

Jon Buckley

SOFTWARE ENGINEER

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Education

Carnegie Mellon University

Pittsburgh, PA

B.S. IN COMPUTER SCIENCE

Aug. 2013 - Dec. 2016

- Cumulative GPA: 3.73
- Minor in Japanese Studies
- 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#, Go, SML, SQL

Projects

The Net

HTC VIVE ARCADE GAME

Spring 2017

- Built game where user must route "internet" packets around room
- Leveraged Unity & The (Valve) Lab Renderer

Multiplayer Asteroids

DISTRIBUTED SYSTEMS PROJECT

Fall 2015

- Programmed a version of Asteroids game that included multiplayer functionality
- Multiplayer algorithm was developed using Paxos, and the app was written in Go

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