JONATHAN ROITGRUND

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EDUCATION

MEng Computing at Imperial College London   *2010 - 2014*

2:1 Honours (68%) with master's thesis 'SubSync: a long audio aligner'

EXPERIENCE

Google Compare   December 2014 - Present

Software Engineer   *London*

· Built a system to let non-programmers configure our integrations with insurance company APIs using a GUI rather than code
· This was key to our rapid expansion to several US states
· Extensively refactored the codebase to allow it to work with new verticals, constantly writing unit and integration tests to check my changes

Google Analytics front-end   April 2013 - October 2013

Software Engineering Intern   *Mountain View, CA*

· Developed a proof-of-concept natural language processing-based front-end for GA
· Perfected my presentational and communication skills as there were frequent back-and-forths with the product managers
· At the end of my project, I asked to do some bug fixing tasks to see what the rest of the team's usual routine was, and received a peer bonus for fixing four urgent bugs in a couple of days

PERSONAL PROJECTS - SEE MORE AT HTTP://ROITGRUND.ME

cratedigger   April 2016

· A single page frontend to the Discogs API for easily finding new music from a label or artist you like
· Written in React, Redux, and ES2015 and running at `http://jroitgrund.github.io/cratedigger/`

PassMeIn   Summer 2014

· An open source, LastPass-like password storage in the cloud with all encryption done client side (the server can never see plaintext passwords or decrypt them)
· Written in Ruby on Rails and ReactJS and running at `https://passmein.roitgrund.me/`

SubSync   Master's thesis, 2013-14

· An open source long audio aligner based on combining the traditional speech recognition approach with voice activity detection, written in Python, improved on the state of the art subtitles automatically aligned by YouTube

CHIP16   Summer 2013

· An emulator for the fictional CHIP16 video game console, live at `http://roitgrund.me/chip16/`

BlastKid   Summer 2013

· A Java Bomberman clone I co-wrote supporting networked play over TCP/IP

TECHNICAL STRENGTHS

Computer Languages	Great at JS, Python, Java, and Ruby, good at SQL
Human Languages	Native French and English, CEFR B1 Spanish and German
Tools and libraries	Proficient with git and bash, experienced with Rails, Angular, React, Redux