

# Justin Cano

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## ABOUT

I am currently working as a **Tech Lead** on the **Experience Studio team** at **Google**.

The Experience Studio team **leads the design and production of physical spaces** that tell Google's story, make Google's magic more apparent, and communicate Google's ability to grow customers' businesses into the digital age and guide their brands into the future.

## EDUCATION

**UNIVERSITY OF CALIFORNIA, RIVERSIDE**  
**BS IN COMPUTER ENGINEERING**  
June 2014 | Riverside, CA

## LINKS

<https://jstncno.dev>  
[Github://jstncno](https://github.com/jstncno)  
[LinkedIn://justincano](https://www.linkedin.com/in/justincano)

## SKILLS

### PROGRAMMING LANGUAGES

Proficient in:

TypeScript • Python • HTML/CSS  
JavaScript

With some experience in:

Scala • Bash • C/C++ • Java • SQL

### FRAMEWORKS AND TOOLS

Angular • React • Unity  
Hadoop • Spark • Airflow

### PLATFORMS

macOS • Linux • Windows  
Raspberry Pi • Arduino  
GCP • AWS

## INTERESTS

Intersection of the physical and digital  
Software design and development  
Embedded devices • AR • AI  
Finance • Energy • Robotics  
User Experience • Creative coding  
+ various other trends in tech

## WORK EXPERIENCE

### GOOGLE | TECHNICAL LEAD, EXPERIENCE STUDIO

Jun 2019 – Present | Mountain View, CA

- Advocate technology decisions for software deployed in our global portfolio of Experience Centers
- Contribute to the design and implementation of proprietary show control software platform to interface with AV systems (e.g. Crestron)
- Lead development of Python and TypeScript client libraries and distribute to external exhibit developers
- Lead development of an Electron app using service account authentication for kiosk exhibits
- Created a custom Debian OS USB installer with preloaded scripts used for running exhibit software
- Collaborate with cross-disciplinary teams to design, develop, and deploy interactive technology exhibits
- Provide technical leadership, direction, and guidance for a team of engineers

### K2 PARTNERING SOLUTIONS @ GOOGLE | EXPERIENCE ENGINEER

Sep 2017 – Jun 2019 | Mountain View, CA

- Developing software applications for physical spaces that personify Google in the real world, playfully showcasing Google technology to inspire wonder and delight to Google's top clients

### RALLY HEALTH | SOFTWARE DATA ENGINEER

Sep 2015 – Sep 2017 | San Francisco, CA

- Maintained analytics pipeline and client libraries
- Developed software release automation processes

### INSIGHT DATA SCIENCE | DATA ENGINEERING FELLOW

Jun 2015 – Jul 2015 | Palo Alto, CA

- Participated in a Data Engineering Fellowship to learn how to use and implement Big Data tools in the Hadoop ecosystem
- Built a data pipeline that extracts and builds a hyperlink graph from Common Crawl's April 2015 web corpus using HDFS, Spark, GraphX, and HBase

### LOQATE | SUPPORT ENGINEER

Nov 2014 – May 2015 | San Mateo, CA

- Software Engineer on the Support Team, providing software support to clients

### JETHEAD DEVELOPMENT | SOFTWARE ENGINEER INTERN

Jun 2013 – Sep 2013 | Carlsbad, CA

- Software Engineer Intern, providing bug fixes and enhancements for DirecTV Set-Top-Boxes

## ADDITIONAL PROJECTS

### RASPBERRY PI CAMCORDER

Jun 2014 – Jul 2014 | Riverside, CA

<http://www.jcano.me/dl/Kistner-et-al.pdf>

Spent a summer developing a Raspberry Pi camcorder for the University of California, Riverside Entomology Department to capture footage of insect eggs to aid in their research

Technologies used: Raspberry Pi, Python