

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** where Google hosts its **top clients** and **most important partners**. I help **drive technical solutions** that help deliver Google-y experiences.

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
Hadoop • Spark • Airflow

PLATFORMS

macOS • Linux • Windows
Unity3D • Raspberry Pi • Arduino

INTERESTS

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

- Providing technical support for developing, integrating, and deploying interactive entertainment technology in physical event spaces - Google Experience Centers - which are used for hosting Google's top partners and guests.

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

- Software Engineer on the Data Team working on the data analytics pipeline
- Maintained software libraries that serve as entry points to the analytics pipeline
- Led the effort to automate the software release process for the Data Team, significantly reducing the number of manual steps

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

FUN PERSONAL PROJECTS

JSTNCNO.DEV

Jan 2022

<https://blog.jstncno.dev>

A personal blog about **software development**. Built with **Next.js**.

TO THE TOP

Apr 2014 – Jan 2014

<https://youtu.be/yh5RhFYXy6c>

Developed an **original 3D vertical runner mobile game** as a **senior design project**. My team and I developed using the **Unity 3D game engine**. Includes an **infinitely generated** game mode as well as a number of various pre-designed levels.