

Agustin O Venezuela III

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Work Experience

Spell (<i>Lead Frontend Engineer</i>) ~_(\ツ)_/~	New York, NY	Apr 2019 - present
Google (<i>SWE II → SWE III → Senior Software Engineer</i>)	New York, NY	Apr 2013 - Aug 2018
✉ Google Docs (Apr 2013 - Apr 2017)		
○ Implemented and launched new features for Docs: spellcheck dialog, image cropping, suggest changes, changes since last viewed, non-standard font weights, first page headers/footers, and many, many more		
■ Built features used by millions of users daily, generated good press for Docs, and unblocked deal-breaking feature requests for Docs adoption by paying enterprise/EDU customers		
■ Co-inventor on Google patent "Systems and methods for managing suggested edits in a collaborative document editing environment" (link)		
■ Coded in Java, JavaScript		
○ Acted as tech lead for various projects: delegated tasks for junior engineers, communicated project status to stakeholders, reviewed technical designs		
○ Various other leadership roles: led daily bug triage, authored guide and gave talks on dashboarding/metrics reporting, hosted SWE intern		
✉ Google Sites (Apr 2017 - Aug 2018)		
○ Implemented and launched migration tools to move users from Classic Sites to New Sites		
■ Allowed for the migration of hundreds of thousands of Classic Sites		
■ Contributed to the long-term goal of deprecating and eventually turning down Classic Sites		
■ Coded in Java, JavaScript		
CVISION Technologies (<i>SWE Intern</i>)	Forest Hills, NY	Jan 2013
✉ Migrated the company's source control system from Microsoft Visual SourceSafe to Mercurial/Subversion		
Google (<i>SWE Intern</i>)	London, England	Jun - Aug 2012
✉ Launched app search and crash reporting system (written in Java) for the Google Play Console		
Google (<i>SWE Intern</i>)	Cambridge, MA	Jun - Aug 2011
✉ Prototyped Chrome extension (written in JavaScript) to display trustworthiness ratings of Google search results		

Selected Projects

StudyOpenings.com	New York, NY	Nov 2018 - present
✉ Founded and built a free, open-source web application to help chess players memorize opening repertoires		
✉ Written in JavaScript/TypeScript, uses Node.js, MongoDB, Webpack, Heroku		
MIT Battlecode (AI competition)	Cambridge, MA	2011, 2012, 2013, 2016
✉ Built a bot (written in Java) that played a real-time strategy game against other teams during an annual, month-long contest (hall of fame)		
✉ Won 1st place (out of >100 teams) in 2012, and top 8/16 all other years		
Cornell Cup USA (robotics competition)	Orlando, FL	May 2012
✉ Built a computer vision system (written in Python) which allowed a liquid-handling robot to control a pipette amongst well plates using a commercial, off-the-shelf webcam (press)		
✉ Won 3rd place (out of 24 teams)		

Education

Recurse Center	Brooklyn, NY	Nov - Dec 2018
✉ Self-taught various topics of interest, including Phaser (JavaScript game framework), TypeScript, Node.js, reinforcement learning		
Massachusetts Institute of Technology	Cambridge, MA	2009 - 2013
✉ B.S. in Computer Science, Math (double major), GPA: 4.6 / 5.0		
✉ Selected extracurricular activities: MIT EECS Department teaching assistant, MIT Chess Club webmaster, Harvard-MIT Math Tournament problem writer, USA Math Olympiad qualifier		