

Agustin O Venezuela III

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Work Experience

Google (<i>Senior software engineer</i>)	New York, NY	Apr 2013 - Aug 2018
✉ Google Docs (4 years)		
○ Led small teams (4-6 engineers) to build the following Docs features across desktop/Android/iOS: first page headers/footers, document outline, non-standard font weights		
○ Contributed to the implementation of Docs features across desktop/Android/iOS: spellcheck dialog, suggest changes, changes since last viewed, revision history, image cropping/rotation, and many more		
○ Co-inventor on Google patent "Systems and methods for managing suggested edits in a collaborative document editing environment" (link)		
✉ Google Sites (1.5 years)		
○ Worked on the deprecation of Classic Sites and built migration tools to move users from Classic Sites to New Sites		
CVISION Technologies (<i>Software engineer intern</i>)	Forest Hills, NY	2013 (1 month)
✉ Migrated the company's source control system from Microsoft Visual SourceSafe to Mercurial/Subversion		
Google (<i>Software engineer intern</i>)	London, England	2013 (3 months)
✉ Worked on the Android Developer Console team		
✉ Implemented app search and crash reporting system for v2.0 of the Android Market Publisher Site		
Massachusetts Institute of Technology	Cambridge, MA	2011 - 2012
<i>(Teaching assistant)</i>		
✉ Assisted discrete math and software design classes for computer science majors		
✉ Led problem solving groups, graded code, held weekly office hours		
Google (<i>Software engineer intern</i>)	Cambridge, MA	2011 (3 months)
✉ Worked on the Search Quality team		
✉ Prototyped Chrome extension to display trustworthiness ratings of Google search results (did not launch)		
Art of Problem Solving, Inc. (<i>Teaching assistant</i>)	Forest Hills, NY	2013 (1 month)
✉ Assisted online math classes for middle/high school students preparing for math contests		
✉ Answered questions during class, graded problem sets		

Selected Projects

StudyOpenings.com (<i>Founder</i>)	New York, NY	Nov 2018 - present
✉ Building a free, open-source tool to help chess players memorize opening repertoires		
✉ Managing ~100 users on the site (e.g. answering questions, responding to feedback, implementing requested features)		
MIT Battlecode (<i>AI programming competition</i>)	Cambridge, MA	2011, 2012, 2013, 2016
<i>(2011 top 16, 2012 1st place winner, 2013 top 8, 2016 top 8)</i>		
✉ Built a bot that played a real-time strategy game against other teams (hall of fame)		
Cornell Cup USA (<i>embedded design competition</i>)	Orlando, FL	2012
<i>(2012 3rd place winner)</i>		
✉ Built a computer vision system which allowed a liquid-handling robot to control a pipette amongst well plates using a commercial, off-the-shelf webcam (press)		

Education

Massachusetts Institute of Technology	Cambridge, MA	2009 - 2013
<i>B.S. in Computer Science, Math (double major)</i>		
✉ GPA: 4.6/5.0		
✉ Selected extracurricular activities: MIT EECS Department Teaching Assistant, MIT Chess Club Publicity Chair/Webmaster, Harvard-MIT Math Tournament Problem Writer, USA Math Olympiad Qualifier		