

# Agustin O Venezuela III

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## Work Experience

- Google** (*SWE II → SWE III → Senior Software Engineer*)      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** (*SWE Intern*)      Forest Hills, NY      Jan 2013
- ✉ Migrated the company's source control system from Microsoft Visual SourceSafe to Mercurial/Subversion
- Google** (*SWE Intern*)      London, England      Jun - Aug 2012
- ✉ Launched app search and crash reporting system (written in Java) for the Google Play Console
- Google** (*SWE Intern*)      Cambridge, MA      Jun - Aug 2011
- ✉ Prototyped Chrome extension (written in JavaScript) to display trustworthiness ratings of Google search results
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## 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)
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## 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