

Work experience

Google software engineer

2019 July - present

Payments platform Java engineer

- \$XXM ARR increase in Korean Play subscription revenue by improving local card UX
- Drive Play card UX migration across function (data science, UX, content, product) and organization (tax, Android client, analytics infra, and Play)
- De-risk Klarna financing UX revamp: add ToS acceptance, debug and fix Klarna web redirect
- Launch rich-card-art UX optimization across Google surfaces with scalable backend solution
- Refactor card screen infrastructure: improve sub-flow extensibility, reduce code duplication, adopt new infrastructure, and road map additional infrastructure gaps

Build and release tech lead

- Manage 20+ engineer on-call rotation: CI/CD process owner, schedule optimizer, etc.
- Onboard globally distributed sister teams in India and Australia
- Facilitate various resource management projects to bring test flakiness from 41% to 3%

Play web frontend

- Debug and implement fix for “character-cluster” paginator
- Implement slideshow-animated app cards

Risk engine infra

- Update risk feature experimentation to google mainline to allow GUI experiment management
- Design and implement supervised automation experiment rollout system

Personal projects

Typrant - touch typing teacher

- Partner with MESA as a keynote speaker and host a play test
- Lead market fit research team: interview teachers, win startup pitch event, attend conference
- Build a touch typing teacher react-app hosted on aws with student and teacher portals
- Build a PvP io style type race game with phaser and web sockets

Education

University of California Riverside - Computer Science BS

2017-2019

Ohlone community college - Computer Science AS

2015-2017

Skills

Language proficiencies: Java, Typescript, HTML/CSS, SQL

Technologies: CI/CD, gRPC, protobuf, mercurial/git, react