

## EDUCATION

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**Universidad de Chile**  
*Computer Science Engineering*

Santiago, Chile  
*Mar 2012 – Aug 2018*

## EXPERIENCE

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**Google**  
*Software Engineer*

Mountain View, CA - Remote (CL)  
*Sep 2018 - now*

- **Modern Creators & Formats, Google Search:** Built YouTube short video distribution and creation prompting experience in Google Search, as an experiment to validate key assumption of our organization vision: activate and empower creators in Search. Mainly responsible for front-end development, I also applied NLP techniques to generate fluent creation prompts.
- **People Search and Creator Channel, Google Search:** Designed and developed features for People Search cards and Creator Channel for Google Search, in which users can make their contact information and social profiles visible across Google Search and Discover; also built metrics pipeline for internal analytics and user engagement. Main languages used include Java, Typescript, Javascript, HTML, CSS, Go.
- **Knowledge Panel Verification, Google Search:** Designed and developed features for knowledge panel (KP) verification (a.k.a. Claiming) in the world's most popular search engine, using cutting-edge web technologies, OAuth, Javascript, Typescript, Java, HTML, CSS. Also, developed a fully automated integration testing solution for KP Claiming, using Java and WebDriver. Finally, built a data analytics dashboard for KP Claiming metrics, using Google Cloud Platform tools like Data Studio, Google Analytics and BigQuery, SQL, and integration with other data sources.

**Calce 3D**  
*Software Developer*

Santiago, Chile  
*Nov 2017 - Aug 2018*

- **Desktop application:** Developed a Windows application for 3D scanning and integration with online healthcare services using Electron, React.js, Bootstrap, C#.

**Telefónica Investigación y Desarrollo**  
*Software Developer*

Santiago, Chile  
*Mar 2017 - Jun 2017*

- **Infrastructure as Code:** Development of software for creating Hadoop environments oriented to Big Data using Ansible, OpenStack, Ambari.

**Center for Climate and Resilience Research (CR)2**  
*Data engineer*

Santiago, Chile  
*Sep 2016 - Jan 2017*

- **Regional Climate Simulations:** Data management of NetCDF climate simulations, using Bash, Python, Linux.

**Universidad de Chile**  
*Assistant Professor, Computer Graphics, Visualization and Modeling for engineers*

Santiago, Chile  
*Mar 2016 - Jul 2016*

**Universidad de Chile**  
*Course Assistant, Software Engineering I*

Santiago, Chile  
*Mar 2016 - Jul 2016*

- **Github tool:** Development of visualization tool for GitHub project metrics, using Python, HTML, Javascript, Bootstrap.

**Penta Analytics S.A.**  
*Software Developer*

Santiago, Chile  
*Sep 2015 - Dec 2015*

- **Database Maintenance:** Development of web interface for update and validate database tables, using Python, Django, Javascript, Bootstrap, SQL.

**Universidad de Chile**  
*Assistant Professor, Computer Graphics, Visualization and Modeling for engineers*

Santiago, Chile  
*Mar 2015 - Jul 2015*

## PROJECTS AND COURSEWORK

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**Engineering Thesis:** Developed a type-based declassification inference system for Dart as my engineering degree thesis. <https://github.com/matiasimc/TRNIdart>.

**Sendero Abierto:** Trekking and Tourism blog senderoabierto.cl. Python, Django, Bootstrap, DigitalOcean.

**Scala course project:** Development of web application with actor system using Scala, Play, Akka.

**Distributed Systems project:** Development of distributed Zatacka game using Java RMI.

LANGUAGES

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**English:** Advanced  
**Spanish:** Native Language

PROGRAMMING SKILLS

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**Languages:** Java, Python, Scala, Dart, JavaScript, TypeScript, C++, L<sup>A</sup>T<sub>E</sub>X  
**Technologies:** React, Django, Git, Linux