

# Aaron Krajewski

+1 (514) 242 4675  
krajewski@gmail.com  
github.com/mysteryDate



## Work

- 2018-2025 **SWE L5, Chrome Canvas**, Google Montreal.  
Senior engineer designing and implementing new API changes for rendering in Blink
- o Launched CSS Color 4: A new set of colorspaces, tools and interpolations for color and gradients on the web
    - Features that are already visible to millions of users across the web on all major browsers
    - Wrote a standardized test suite that was an important part of Interop 2023
    - Participated in spec debates between dozens of stakeholders that had been at a standstill for years, managed to land changes and move forward.
  - o Launched Canvas 2D's "New API": Several new much-requested features from partners for better 2D rendering
  - o Wrote experimental code for `placeElement()` and `drawElement()`: radical new ways to produce text and web elements on 2D and 3D surfaces
  - o Wrote and edited spec for all of the above on W3C, whatwg and the CSS working group
  - o Maintained Canvas 2D
    - Worked to improve performance on graphics in chrome for billions of users across all devices
    - Launched always accelerated canvases which better leveraged GPU resources to improve Canvas rendering speed by 70%
    - Dealt with dozens of critical security errors
- 2016-2018 **Software Engineer and Technical Artist, ScribbleChat**, New York.  
Lead developer for 3D graphics, design and implementation
- o Worked with XR and iOS
  - o Previously available in iOS app store, Google play store and as an iMessage and Facebook messenger extension with 80,000 daily active users
- 2015-2016 **Software Engineer, Humtap**, San Francisco.  
Primary developer in charge of algorithmic music composition
- 2014-2015 **Software Engineer, PLAYMIND**, Montréal.  
Created videogames and interactive projects
- 2013-2014 **Software Engineer, The Deep Listening Institute**, Montréal.  
Developed The Adaptive Use Musical Instrument (AUMI), a musical interface employing computer vision techniques for use in classrooms.

## Skills

- Languages C++, Python, Javascript, C#
- Other Spec writing, git, Google 3, data analysis and visualization

## Education

- 2011-2013 **M.A. Music Technology**, McGill University, Montréal.
- 2005-2009 **B.S. Physics**, The College of William & Mary, Williamsburg, VA.

## Master's thesis

- title *A Flexible Tool for the Visualization and Manipulation of Musical Mapping Networks*
- supervisors Marcelo Wanderley
- description Developed a modular javascript browser-based user interface for mapping arbitrary musical control parameters to sound synthesis inputs.

## References

- o Fernando Serboncini: Technical lead and manager at Canvas <fserb@google.com>
- o James Bankoski: Vice President of Engineering for Chrome <jimbankoski@google.com>
- o Ford Hurley: Lead developer at ScribbleChat <ford.hurley@gmail.com>