

# Quinten Yearsley

## Software Engineer

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## Summary

Full-stack software engineer with 9+ years experience developing tools and web services. Detail-oriented and organized; respectful and friendly. Good at collaborating with team members. Enthusiastic self-motivated learner.

## Skills

Python | Go | JavaScript | HTML5 | CSS | SQL  
Linux | Git | Google Cloud Platform (GCP) | CI/CD Systems  
Software Design | Software Testing | Web Development

## Work Experience

### Google, Software Engineer

*Mountain View, CA. July 2013 - Present*

- Designed, built and maintained developer tools and services
- Developed frontend and backend components of web applications
- Collaborated across teams to design and implement new services
- Participated in on-call rotations to diagnose and communicate outages and incidents and ensure reliability
- Mentored junior software engineers and hosted 3 interns
- Consistently paid attention to code health and improved the quality, maintainability, and documentation of systems over time

## Projects

### LUCI Change Verifier (Go, App Engine)

Source: [bit.ly/luci-cv](https://bit.ly/luci-cv). 2020 - 2023

- Collaboratively designed, implemented (and migrated to) a modern scalable pre-submit testing service used by Chromium and related projects. This reduced maintenance burden for the Chrome Infrastructure team and enabled new possible functionality in the future.
- This service handles 100s of changes per day across 10s of projects and is critical for daily development of Chromium, used by 1000s of regular developers

## Tricium (Go, App Engine)

Source: [bit.ly/tricium](https://bit.ly/tricium). 2017 - 2021

- Implemented and maintained a system which automatically performs static analysis checks and provides feedback in code review for unsubmitted changes
- Supported and collaborated with analyzer developers to nurture of an ecosystem of 10s of analyzers across several major projects
- The service potentially improves code quality and hygiene across 100s of changes per day in Chromium and related projects and saves reviewers time

## Code Review Plugin (JavaScript, Polymer)

- Designed and implemented a UI plugin to allow developers to easily rerun only failed tests, saving computing resources and developers' time  
[crbug.com/445502](https://crbug.com/445502)
- Followed up and got user feedback, refining and improving the feature

## Blink Infra (Python, JavaScript)

Source: [bit.ly/blink-tools](https://bit.ly/blink-tools). 2016 - 2017

- Built a system to allow Chromium developers to easily contribute to (and benefit from) cross-browser web platform tests ([web-platform-tests.org](https://web-platform-tests.org)).
- Improved a "rebaselining" tool to save developers time managing the Blink web tests, a set of 10000+ rendering engine tests

## Chrome Perf Dashboard (Python, JS, App Engine)

Source: [bit.ly/catapult-dashboard](https://bit.ly/catapult-dashboard). 2013 - 2016

- Maintained a service that uses statistical methods to find performance regressions from large datasets of test results ([chromeperf.appspot.com](https://chromeperf.appspot.com)).
- Improved the alerting algorithm, reducing noise and allowing the team to find and fix more performance regressions. The Chrome Perf Dashboard contributed to fixing 7000+ performance regressions from 2013-2023
- Improved efficiency, reducing unnecessary work, saving \$100s/day

## Education

### BS in Computer Science, University of Arizona

*Tucson, AZ. May 2013*

3.7 GPA, Summa Cum Laude and Honors

### BA in Linguistics, University of Arizona

*Tucson, AZ. May 2013*

4.0 GPA, Summa Cum Laude