

# Raul Ernesto Monraz Echeverria

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## Education

AUGUST 2013 - DECEMBER 2017

**Yale University, New Haven CT** - *Bachelor of Science in Computer Science*

**Relevant Coursework:** Design and Analysis of Algorithms, Data Structures, Databases, Operating Systems, Data Mining, Computational Methods for Biological Data, Machine Learning, Computer Graphics, User Interface Design, Software Development Management, Entrepreneurship, Cognitive Science, Psychology, Microeconomics.

## Experience

OCTOBER 2019 - PRESENT

**Google, Mountain View CA** - *Software Engineer*

- Design, develop, modify, and/or test software needed for various Google projects. Duties include: use required technologies to support, maintain, and upgrade code and participate in necessary redesign and reimplementations of existing components of Google software applications.
- Work on small tasks that are part of a single-system project and/or small projects that are part of a multi-system project; implement, test, and maintain, as well as contribute to the design of, moderately complex subsystems; navigate relationships between parts of simple projects; and identify key stakeholders to involve in decisions, such as implementation, changes in interface, and revisions to existing design documents.

FEBRUARY 2018 - OCTOBER 2019

**eBay, San Jose CA** - *Software Engineer*

- Active contributor in eBay Managed Payments Platform. Integrated Adyen payment APIs like authorize, capture, void and refund. Developed a seller account management system and integrated with Adyen Market Pay APIs to manage seller accounts for identity, KYC and payouts.

JUNE 2017 - AUGUST 2017

**Labatt, San Antonio TX** - *Software Engineering Intern*

- Built a web application to streamline and scale pricing negotiations between Labatt and its external vendors. Led all aspects of the software development process including translating business practices into user stories, conducting usability tests, data modeling, UI/UX design and the launching of an internal REST API.

JUNE 2017 - DECEMBER 2017

**Yale Computer Graphics Laboratory, New Haven CT** - *Research Assistant*

- Worked on multiple web graphics projects using technologies such as WebGL, VR and AR frameworks. sBuilt a 360 Panorama Viewer and developed a website for Project Anqa, a cultural heritage initiative aiming to digitally preserve endangered historical sites.

## Skills

Java, Spring, Object Oriented Programming, Python, JavaScript, HTML, CSS, React.js, Three.js, Swift, MATLAB, C, Git, R, SQL, AWS, Machine Learning, Data Mining, Software Analysis.