

Scott Newman

snewman91@gmail.com | Queens, NY

Experience

Google — *Senior Software Engineer*

October 2013 - January 2020

YouTube Music (prev. Google Play Music)

August 2016 - January 2020

New York, NY

Smart downloads

[Java + Android, Python, SQL]

- Designed, built, and launched new offline sync infrastructure currently being used by several YouTube client teams ([Billboard](#), [Engadget](#), [The Verge](#)).
- Led every stage of the software life cycle across 3 partner teams and in the midst of a company-wide reorg.
- Implemented in-place service migrations, DB upgrades, new user settings, and other features affecting 10M+ MAU.
- Drafted comprehensive regression test plan, monitored latency/performance, and presented findings to VP leadership.
- Increased key northstar metrics by xx%; biggest single improvement in offline listen time since YouTube Music launched.
- Contributed to app release processes, code health, countless bug fixes, and offline reliability, generating positive press cycles for Google ([Android Central](#)).

Location-based music recommendations

[Java + Android, Python, Javascript]

- Designed and built infrastructure for collecting + propagating location signals to improve music recommendations ([Techcrunch](#), [The Verge](#)).
- Proposed core privacy settings APIs and delegated implementation to other client platform engineers, ensuring compliance with sweeping European regulatory privacy law (i.e. [GDPR](#)) weeks before launch.
- Implemented user onboarding via targeted in-app messaging on multiple Android versions, increasing location opt-in rates from 18% to 62%.

Accessibility Engineering

October 2013 - August 2016

Mountain View, CA

Accessibility research

[Java + Android, Javascript, SQL]

- Prototyped, built, and launched new app for controlling Android phones completely by voice ([Google Blog](#), [Fast Co.](#)).
- Collaborated with Google Assistant and speech teams to build new speech recognition APIs to support the app.
- Reduced user-perceived latency from 5s to <1s per command by implementing concurrent task execution infrastructure.
- Conducted 15+ UX studies with researchers to collect input from disability advocacy groups across the bay area.
- Drafted and published [official external-facing documentation](#) and several internal accessibility “codelabs” for engineers.
- Mentored three SWE interns (2 joined full time), helped hire and onboard several new SWEs, and conducted 30+ technical interviews for prospective candidates.
- Developed and taught mandatory accessibility training to 1000+ new SWEs with an average class size of 50+ students.
- Consulted with 20+ teams world wide over 100+ weekly accessibility office hours, and provided extensive follow-up support, code review, and technical advice to ensure they met required accessibility standards.
- Volunteered at the Special Olympics and gave conference talks around the country on behalf of Google ([Google I/O](#)).

Education

Brown University — *Sc.B., Applied Math and Computer Science*

September 2009 - May 2013

Providence, RI

Skills & Interests

Music production and composition
Game development

Rock climbing
Jazz piano

Crossword puzzles
Basketball