

Serena Pascual

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Experience

Google, Software Engineer (L3)

Mar. 2021–Mar. 2024, Mountain View, CA

- Implemented and supported image query API in Java for 2P clients serving users of Google Assistant and Photos
- Profiled Android system health for team feature and optimized peak memory consumption by 5%
- Expanded C++ unit, browser, and model validation test coverage of team feature in open-source Chromium code base
- Trained two-headed MobileNet image classifier on shopping intent and sensitivity detection
- Created bulk data processing workflows enabling launch-critical quality analyses of exploratory feature

Dell EMC, Software Engineer

Jul. 2019–Jul. 2020, Santa Clara, CA

- Developed and maintained C code base for Data Domain backup appliances on RAID team
- Performed bug fixes in Storage Management System utilities on proprietary Unix-based operating system
- Wrote low-level unit tests and implemented code coverage tracking routine for quicker regression detection

Projects

Space Noodles [link to release notes]

Jan. 2022–Jul. 2022

- Built browser-based multiplayer Web3 game using Phaser.js in team of 4 for community of 2,000+ Noodles NFT stakeholders
- Owned health bar rendering, collision and respawn logic, and controls UI

ice-cream-social [link to repository]

Sep. 2020–Dec. 2020

- Designed and developed static website for prospective non-profit organization
- Created assets with SVG, Adobe Illustrator and After Effects, and Lottie

Education

San José State University

Completed May 2019, San Jose, CA

BS in Computer Science
with Music minor

Coursework

Algorithm Design and Analysis,
Mobile Device Development,
Computer Graphics Algorithms,
Music Information Retrieval,
Electro-Acoustics,
Sound Recording

Skills

Programming

Java, Python, C++, JavaScript, C,
HTML, CSS, SQL

Tools and Frameworks

React, three.js, openFrameworks,
Git, Perforce, Bash, Perfetto

Multimedia

Adobe Photoshop + Illustrator,
Logic Pro, Blender

Links

GitHub serenapascual

LinkedIn in/serenapascual