

Mario Jiménez

SOFTWARE ENGINEER

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Experience

Software Engineer III

March 2025 - Current

GOOGLE

Sunnyvale, CA

- Working in the Borg team, the internal orchestration framework that manages almost all tasks at Google
- Contributing to efforts of virtualizing workloads for multiple use cases, such as running untrusted code, isolating jobs from attacks compromising the host or sibling tasks, and sharing available compute capacity between internal and external users
- Improving the infrastructure that powers Google AI programs by leading the design and implementation of a unified interface for managing workloads across VMs and containers

Software Engineer II

April 2023 - February 2025

GOOGLE

New York City, NY

- Worked in the Developer Journeys and Solutions team, in charge of Google's CMS for documentation, along with efforts to understand developer's workflows and behaviors
- Designed and implemented a Go-based service responsible of updating an eventually consistent data source serving metadata for documentation sites across Google (XMs of pages). The service efficiently handles X00 writes/second, while maintaining a minimal 11% overhead over raw SQL statements
- Contributed to the development and launch of an executive-facing internal dashboard, utilizing data insights derived from Google product utilization by developers. Implemented key backend features, designed and integrated frontend chart visualizations, and established ETL pipelines to support data-driven decisions at leadership level

Software Engineering Intern

June - August 2022

GOOGLE

Mountain View, CA

- Worked with the Flutter team in their efforts of supporting internal services on new desktop applications
- Implemented a Flutter plugin for storing and uploading logs in first-party desktop apps using bidirectional communication through method channels between the plugin's API (Dart) and its implementation (Objective-C/C++)
- Introduced a large scale change in BUILD rules across Google's monorepo in order to improve the dependency check used to verify that Flutter applications correctly import plugins

Software Engineering Intern

January - March 2022

META

Remote

- Worked with the Unigraph team (Infra pillar), responsible for managing code size around Meta's products
- Rewrote an algorithm in charge of traversing and topologically sorting a 100,000-node dependency graph using Rust, reducing its execution time from ~18s in Hack to ~750ms, while improving its observability and testing

Software Engineering Intern

June - August 2021

MICROSOFT

Remote

- Developed a simple feature on the Field Service Mobile app (Dynamics 365), from gathering requirements, writing a design doc, implementing it using TypeScript and React Native, and writing documentation and integration tests
- Built an audio recording pipeline from recording an audio stream and encoding it using the Android NDK (C++)

Education

B.S. Computer Science and Technology

August 2018 - December 2022

TECNOLÓGICO DE MONTERREY

Mexico

- Graduated Magna Cum Laude, with a 97/100 GPA and an award by CENEVAL's national exam
- Relevant coursework: Analysis and Design of Algorithms, Mobile Application Development, Advanced Database Systems, Web Applications Development, Software Design and Architecture, Compiler Design

Skills

Languages C++ (proficient), TypeScript (proficient), Bash, Go, Kotlin, Rust, Python

Tools & Platforms Fig/Mercurial, Git, Docker