

# BRIAN CASTRO

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GitHub: [github.com/BCastro1989](https://github.com/BCastro1989)

Portfolio: [briangcastro.com](https://briangcastro.com)

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## >LANGUAGES AND TECHNOLOGIES

- **Proficient:** Python, Flask, JavaScript, jQuery, HTML5, CSS3, Git, SVN, Bash Script, Vi, Java, Linux/Unix
  - **Exposure:** SQLite, MySQL, Django, Angular, TypeScript, React, Ruby, Rails, Perl, MATLAB, Sass
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## >PROFESSIONAL EXPERIENCE

**Google (via SMCI Inc) | Software Engineering Contractor | Mountain View, CA** Mar 2018 - Sep 2018

- Upgraded Google Analytics Partner Analytics Gallery to meet current Google code standards and new specs for launch of Google Marketing Platform, while ensuring future maintainability of codebase.
- Overhauling product with ~20k lines of code with another engineer on Developer Relations team to migrate backend to a RESTful Flask-based API, and frontend to Angular.
- Developed backend API using Python and frontend components using Typescript. Ensured Unit testing coverage for backend with Python unittest module and front end using Jasmine.

**Pinterest (via TEKSystems) | Software Engineering Contractor | San Francisco, CA** Oct 2017 - Jan 2018

- Extended functionality of internal content review tool, PinQueue, to meet legally mandated requirements of German "NetzDG" Law on tight 10 week deadline.
- Contributed to Python and JavaScript codebase of 30k+ lines of code, independently figuring out how existing functionality worked to allow for integration and testing of new features.
- Took ownership of all NetzDG-relevant components of PinQueue to work with project stakeholders at various teams across Pinterest, ensuring that resulting product met legal requirements and user expectations.
- Ensured over 90% unit test coverage for new code, integration tests of new features within existing program, and conducted code reviews of colleagues contributions.

**Ampex Data Systems | Software Engineer | Hayward, CA** Dec 2015 - Oct 2017

- Developed web-based GUI from ground-up, replacing CLI with a simple and intuitive interface to control and operate data recording hardware used worldwide. Application built using JavaScript, Python and Flask.
- Designed SQLite database to store metadata for 100+ videos and user-marked events of interest.
- Led UI design and implementation of many major features as member of 2 person team using HTML5, CSS3 and jQueryUI, testing for responsiveness and ensuring intuitive UX.
- Improved detail of documentation 3-fold and increased readability in describing features, software changes, updates and testing procedures focused at both standard users and internal engineers.

**University of Rochester | Geophysics Research Assistant | Rochester, NY** Jan 2011 - May 2013

- Enhanced accuracy of earthquake epicenters by ~80% using MATLAB and shell scripts.
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## >EDUCATION

**B.S. Geomechanics, University of Rochester** 2013

- Coursework: Data Structures, Algorithms, Artificial Intelligence, Partial Differential Equations, Linear Algebra, Cryptography, Calculus, Physics, Geophysics, Mechanical Engineering, Astrophysics, Planetary Science
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## >RECENT PROJECTS

**StarGAZR | Project Lead | [live demo](#) | [code](#)** Nov 2016

*Platform for finding the best stargazing spots by aggregating sources that report astronomical seeing conditions.*

- Won best design at [Science Hack Day 2016](#) by leading team of 8 in constructing demo RESTful web application with Python, JavaScript, HTML5 and CSS3 that utilizes multiple API's and web resources.
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## >LEADERSHIP & OUTREACH

**San Francisco Bay Area Outreach Coordinator | The Planetary Society** Jun 2016 - Present

- Run local chapter of space-focused non profit, corresponding with 2000+ society members and volunteers to hold events, give talks, and organize meetups focused on Planetary Science. Coordinate and co-sponsor events with organizations such as NASA Ames, Exploratorium, and Novato Space Station Museum.