

# Naud Ghebre

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## PROFESSIONAL EXPERIENCE

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### GOOGLE

**Software Engineer II**, *New York, NY*

**Aug. 2020-Jan. 2023**

- Developed Flutter framework integration with Fuchsia OS. The integration now supports millions of Google smart display devices (e.g. Nest Hub, Nest Hub Max) that run Flutter apps and that use Flutter to manage UI interactions.
- Contributed to open source projects - Flutter, Fuchsia, and Rust libraries (argh).
- Extensive work in Dart and Rust on the platform side and C++ to manage infrastructure. Python was the choice of scripting language to manage a lot of the automation in infra as well.

**Software Engineering Intern**, *London, UK*

**May 2019-Aug. 2019**

- Developed a Today Extension for the Google Fit iOS client in the Swift programming language. Extension allows users to see a snapshot of important fitness metrics from the Notification Center without having to open the main app.

**Software Engineering Intern**, *New York, NY*

**May 2018-Aug. 2018**

- Worked on an interpretation ranking team under the Knowledge Engine umbrella within the Search organization.
- Designed a method for modeling instructional seeking queries. (e.g. “how-to do x”, “y recipes”, etc.)

**Software Engineering Intern**, *New York, NY*

**May 2017-Aug. 2017**

- Worked on the Google Docs iOS team to bring the bookmarking feature to the iOS client, which is used by millions of users today.

**Engineering Practicum Intern**, *Irvine, CA*

**May 2016-Aug. 2016**

- Worked on HelpKit, a shared library that is integrated into over 15 Google apps, using Objective-C for iOS.
- Mapped out UX graph for HelpKit, including loading times between screens for slow connections (2G/3G).
- Conducted a UX study to get feedback from users navigating HelpKit on a 2G connection.
- Improved HelpKit by reducing latency and improving UX that will impact over 100 million users in places with poor connectivity.

## ADDITIONAL WORKS

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**Flappy Bird, Neuroevolution vs. NEAT (Research Project)**, *Atlanta, GA*

**Apr. 2019-May. 2019**

- The project entailed developing/comparing the success of two reinforcement learning techniques in playing flappy bird and presenting findings at a research fair.

**Connect 4 Bot**, *Atlanta, GA*

**Aug. 2017-Dec. 2017**

- Programmed a robotic arm, in conjunction with a camera, to play connect 4 against humans. State of the art CV techniques for perception, kinematics to govern motion of the arm, and a minimax algo for decision making in chip placement.

**Machine Learning for Trading Course Projects**, *Atlanta, GA*

**Aug. 2017-Dec. 2017**

- Completed a number of projects that assessed the effectiveness of different supervised/unsupervised algorithms on a portfolio - individually and as ensembles.

**Big Data Analytics For Public and Private Enterprise**, *Atlanta, GA*

**Aug. 2016-Dec. 2016**

- Conducted research under Dr. Christine Reis with the Georgia Department of Education to determine factors affecting high school graduation rates.
- Created a dashboard product to be provided for teachers as a tool in predicting students at risk of not progressing to the next grade.

## EDUCATION

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**Georgia Institute of Technology**, *Atlanta, GA*

**Aug. 2014-Dec. 2019**

- M.S. Computer Science, *Machine Learning*
- B.S. Computer Science
- B.S. Mechanical Engineering

**Technical Skills:** Python, Dart, C++, Rust, MATLAB, Javascript, Numpy, Pandas, Scipy, Matplotlib