Booker Robinson

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bookerrobinson.com

Education

University of Puerto Rico Mayaguez

Aug 2021 - Attending

Computer Science and Engineering - Attending

Experience

Google - SWE Intern 2nd Year

787-631-0288

May 2025 - Aug 2025

Worked on the Ads team to create the initial end to end flow for a new Debuggability dashboard that would allow the team's on-call and related feature teams to have better insights into the core pipeline.

- Built a backend in an internal C++ framework that aggregates data from multiple queries into different databases and server-side renders the UI.
- Designed a custom database schema and data pipeline to enable us to deliver high latency data quickly.
- Wrote a main design document and multiple exploratory documents to enable collaboration and documentation of key decisions.
- Implemented tests to validate continued functionality and emphasize key assumptions.

Google - SWE Intern 1st Year

May 2024 - Aug 2024

Worked on YouTube Commerce Team which facilitates all paid products on YouTube. Worked on a project to instrument logging to improve the readability of purchase journeys.

- Worked collaboratively on designing and presenting a design document.
- Aligned the design with relevant stakeholders.
- Implemented the design with tests in C++
- Manually executed test cases to validate the end to end logging of the purchase journey.

Google — STEP Intern 2nd Year

May 2023 - Aug 2023

Worked with an innovative new product for local publishers and users alike that brings local news and useful information to a broad cross-section of users and readers.

- Built a new section within the platform that focuses on news from local celebrities and publishers. This section contained articles and twitter content.
- Worked mainly on the backend, built a data client that retrieved and processed relevant content from an internal api.
- Built unit tests to achieve effective test coverage for all my code.

Google — STEP Intern 1st Year

May 2022 - Aug 2022

Worked on an internal debugging Tool within Google Play.

- Improved navigation by implementing the frontend for an autocomplete feature that allowed users to search for their valid justifications without having to leave the tool.
- Improved productivity and debugging velocity of 150+ engineers with this highly requested feature.
- Created Unit Tests with Jasmine and an internal screenshot diff testing framework.
- Used languages: Typescript, CSS, and an internal HTML template language.

Skills

Programming languages: C/C++, Python, JavaScript, Typescript, HTML/CSS, Kotlin, Rust, VHDL **Frameworks:** NodeJS, OpenFrameworks, Arduino, Jasmine Unit Testing, JUnit Testing, Xilinx, Vivado **Tooling:** Git/Github, Linux, VScode, Vim