

Robert Warren Gilmore

+1 206-785-5138

software engineer

Robert.Warren.Gilmore@gmail.com

experience

Google

software engineer III

Seattle, Washington; June 2018 - present

Completed business-critical migrations and made tactical improvements in the rapidly evolving space of supply chain automation.

- Created a self-service app to configure automatic creation of shipping orders.
 - Saved ~0.5 person-years per year in operational toil.
 - Migrated a ~20-page UI ahead of the deprecation of the front-end platform.
 - Fixed cryptic and error-prone UX.
 - Without this migration, there would have been no task tracking or inventory tracking for installing part kits.
 - Migrated creation of shipping orders to a different third-party system.
 - Met the aggressive deadline set by upper management.
 - Successfully steered an overlapping in-progress migration to a clean state.
 - Reduced operations toil by empowering users to select alternative sources for shipments.
 - Revamped on-call playbook and triage process.
 - Guaranteed visibility of all incoming issues within support time limit.
 - Reduced toil by automating clean-up of invalid shipping orders.
 - Created custom alerts to identify automation blockages.
 - Designed a deduplication strategy for noisy alerts.
- Side project: Corrected ~100 improperly coded Spanish voice command phrases in an Android accessibility app.
- Proactively found and eliminated a subtle bug that made it impossible to change navigation modes.

skills

- Java
 - Guice
- Typescript
 - Angular
- Mercurial
- agile
- system integration testing
- user acceptance testing
- technical writing
- Spanish language (C1)

Adjuvet

co-founder, software engineer

Seattle, Washington; August 2015 - June 2018

Created a gig economy service to get veterinarians paid faster and hired more efficiently.

- Javascript
 - Node
 - React
- CSS
 - Sass
- PostgreSQL
- REST

SmugMug

front-end web development intern

Mountain View, California; June 2014 - August 2014

Created UI components for a website builder.

- Increased voluntary user migration 10x by creating a preview pane.
- Improved visual presentation of photos on user portfolios by creating an image carousel.

- Javascript
 - React
- CSS
 - animations
- PHP
- Git

education

Rochester Institute of Technology *BS in software engineering*

Rochester, New York; graduated May 2015

- Created an open-source graph layout editor for Two Sigma Investments.
- Course work in artificial intelligence.

- Java
 - Javascript
 - Node
 - React
 - CSS
 - Stylus
 - SVG
 - C/C++
 - Prolog
 - Lisp
 - project management
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side projects

Stylin' 24/7

January 2021 - present

Created a graphically intuitive 24-hour watch face for smart watches.

- Devised a simple formula to get local sunrise and sunset times offline.
- Designed an at-a-glance graphical display for sunrise and sunset times.

- Java
 - Android
 - Wear OS
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alternate reality games / escape rooms

December 2014 - present

Created and hosted puzzle games to be played in the real world.

- Created a mobile app to give geographic clues based on GPS.
- Invented a writing system and created clues that teach players to read it.
- Created detailed diagrams to track players' progress.
- Devised new in-game hints in real time to assist stuck players.
- Designed and manufactured clues, tools, and props.
- Doctored photos to add spooky ghosts alongside players.
- Automated scheduling tasks.

- Java
 - Android
 - acting
 - creative writing
 - game design
 - 3D printing
 - laser cutting
 - illustration
 - photo manipulation
 - prototyping
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SpeedReader

2007 - 2008

Created a desktop app to aid speed reading.

- Java
 - Swing
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