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Employment

Senior Software Engineer **Google** **November 2017 - Present**

- Tech Lead of the Spaces mobile team, focus on full stack design.
- Promoted to Senior Software Engineer in May 2021.
- Redesigning Google Meet app architecture and shipped it to the App Store during the pandemic.
- Designed and implemented a new experiments system for Gmail iOS.
- Tech Lead of Hangouts iOS.
- Redesigning Hangouts Chat logging system.
- Working as a Software engineer on the iOS application for Hangouts Chat, focus on performance.

Software Engineer **HERE Maps, Chicago** **May 2016 - Nov 2017**

- Developed a [lane-level Map-Matcher](#) based on the Viterbi algorithm (first in the industry).
- [Authored 16 patents](#) mostly related to lane-level traffic and probe data analysis.
- [Patented](#) an algorithm to detect Direction Based Traffic (lane level) using real-time probe data.
- Working as a Research Software Engineer, researching new products and developing proofs of concept.
- Started as an Intern, promoted to full time employee after 2 months

Graduate Research Assistant **UIC, Chicago** **Dec 2015 - May 2016**

- Working on my thesis: a touch based collaborative environment built inside EVL's own SAGE2.
- Author on a State Of The Art Report on Techniques for Visual Integration of Spatial and Non Spatial Data.
- [Developed](#) a therapy explorer visualization for a precision analysis of head and neck cancer therapy outcomes.
- [Developed](#) a web application to visualize different datasets of brain activation network analysis on lab mice.
- Working in the [Electronic Visualization Laboratory](#).

Education

Chicago **University of Illinois at Chicago** **May 2016**

- Master of Science in Computer Science. GPA: 4.0

Milan, Italy **Politecnico di Milano** **July 2017**

- Master of Science in Computer Science & Engineering. 110/110 Summa cum Laude
- Bachelor of Science in Computer Engineering. 102/110 (July 2014)

Technical Experience

Projects

- **Keypad Layout (2017):** Open Source project to control windows layout on Mac. Contributed on [Github](#).
- **SageBoard(2016):** A [real time shared digital whiteboard](#) developed using Node.js and D3.js.
- **Altera Floorplacer(2015):** A [graphical web interface](#) for the floorplacing on Altera FPGAs.
- **Sheepland(2014):** A [distributed board game](#) entirely written in Java, using both sockets and RMI.

Additional Experience and Awards

- **Second Prize, Hackaton for Wildlife:** Second prize for best prototype. [Developed a game in Unity](#).

Languages and Technologies

- Objective-C; JavaScript; Java; C# (Unity); Swift; Node.js; React; D3.js; Scala; SQL;