

# Pierre Theo Klein

He / Him • New York City • 917-373-7889 • [pierre.klein@mail.mcgill.ca](mailto:pierre.klein@mail.mcgill.ca)

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## EDUCATION

**Bachelors of Arts and Science, McGill University, Montreal, QC, Canada**

**Graduated 2019**

- **Major:** Honours Cognitive Science, concentration in Computer Science.
- **Minor:** Computer Science

**Stuyvesant High School, New York City, NY, USA**

**Graduated 2015**

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## WORK EXPERIENCE

**Geo Data SRE, Google, NYC**

**Sept 2019 – Present**

*Performance Reviews*

- 2020 (L3): Superb (full year rating).
- 2021 (L4): Strongly Exceeds Expectations (both H1 and H2)

*Core Responsibilities*

- Oncall for big data pipelines that collect, aggregate, and stage Google Maps data.
- Lead, investigate, mitigate, and resolve small to large-scale outages spanning several engineering teams.
- Proactively analyze and improve Google Maps architecture with the goal of increasing reliability.

*Projects as L4: Software Engineer, Site Reliability III (Oct 2020 – Present)*

- Wrote a pipeline that analyzed all Geo traffic to identify high-risk services. Identified several years worth of reliability engineering projects across dozens of Geo teams. Decreased number of high-risk services by XX%.
- Led team of 3 engineers and 1 program manager to remove a core, high-risk service from external serving path, increasing reliability of GoogleMyBusiness.
- Designed and implemented a system to automatically validate, version, and publish datasets based on statistical analysis, increasing developer velocity, data freshness, and enabling safe data rollbacks.

*Projects as L3: Software Engineer, Site Reliability II (Sept 2019 – Oct 2020)*

- Designed and migrated core Geocoding Service off of legacy backend. Performed rigorous analysis data requirements on client-side, and confirmed migration success by analyzing data diffs across both implementations.
- Modernized infrastructure for core geolocation service that handles over 40M QPS serving all of Google. Decreased latency by 40%, saving XX million ms / s of compute.

**Microsoft Internship, Seattle, WA**

**May 2018 – July 2018**

*12 week Software Engineering Internship: Azure Container Monitoring Team*

- Worked with Kubernetes API, Azure Cloud Services, React, and Azure Functions.
- Spec-ed, architected, and built “[Live Logging](#)” feature on the Azure Portal, which decreased log propagation delay from 7 minutes to 3 seconds.

**Microsoft Internship, Vancouver, BC**

**May 2017 – Aug. 2017**

*16 week Software Development Engineering Internship: The Coalition Gaming Studio, Tools Team*

- Implemented telemetry to Splunk for all in-house apps, enabling the team to measure and respond to outages.
- Modified the Unreal Engine to collect collision statistics between objects, enabling more efficient level design.
- Created insights about compilation statuses of blueprints in the Unreal Editor.

**McHacks Organizer, McGill University**

**Fall 2018 – May 2019**

*Development Lead*

- Led team of 4 to build a [MERN-stack web app](#) to manage admissions (2000 applicants, 700 attendees).

**CSUS Helpdesk, McGill University**

**Fall 2015 – May 2019**

*Lead tutor*

- Ran tutoring program with over 45 employees. Tutored all major CS classes. Organized and led review sessions.
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## SKILLS

*Programming Languages:* C, C++, Java, Python, Shell, SQL