

Jugal Manjeshwar

SOFTWARE ENGINEER ♦ SAN FRANCISCO BAY AREA ♦ JUGALM.COM

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Profile

Software engineer at YouTube since 2015. Works mostly on TV and web clients, along with the services and data behind them. Comfortable moving between the interface and the systems that feed it.

Experience

Google • YouTube • Software Engineer

JUL 2015 – PRESENT

YouTube TV

2021 – PRESENT

- ♦ Worked on Multiview, which lets people watch several live streams at once. Helped build the TV client for it, from an early prototype through to launch.
- ♦ Work on how the app performs on low-memory smart TVs and streaming boxes: how quickly it starts, how menus move, and how soon playback reacts to a button press.

Trust & Safety

2015 – 2020

- ♦ Helped rebuild how viewers report videos, both the flow they see and the services behind it, so the teams reviewing reports had clearer signals to work from.
- ♦ Built the messages that tell creators when a video breaks Community Guidelines, what happens to it, and how to appeal. Much of that work was getting the wording right with policy teams.

New York University • Research Assistant

2014

- ♦ Built EmotionTracker, an app for the study *Lingering emotion in the experience of beauty*. It ran each step of the experiment and recorded the results, so the data no longer had to be gathered by hand.

Skills

Languages TypeScript / JavaScript ♦ Java ♦ C++ ♦ Python ♦ SQL

Frontend TV & web clients ♦ Component architecture ♦ Rendering & performance

Backend Frontend services & APIs ♦ Storage & data models ♦ Experiments & A/B tests

Craft Interaction & UI design ♦ Figma ♦ Data visualization

Education

M.S. Computer Science ♦ New York University

2013 – 2015

Courant Institute of Mathematical Sciences

B.E. Computer Engineering ♦ University of Pune

2008 – 2012

Honors

SEARCC International Schools Software Competition

ALGORITHMIC PROGRAMMING ♦ 2007

Went to the national finals in a team of three representing our region, and finished second.

CodeChef Gamer's Challenge

GAME DEVELOPMENT ♦ 2009

Built a game prototype in under 48 hours, and picked up an honorable mention for Best Looking Game.