



Fernando Serboncini

TECH-LEAD MANAGER / STAFF SOFTWARE ENGINEER

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Summary

Staff-level software engineer manager with 19+ years at Google leading web platform teams and shaping browser standards. Tech Lead Manager for Canvas Graphics in Chrome, W3C CSS Working Group and WHATWG HTML editor. Expert in web standards and graphics APIs.

Professional Experience

Google

Montreal, QC, Canada

TECH LEAD MANAGER / STAFF SOFTWARE ENGINEER

May 2014 - Jun 2025

- Lead the Canvas Graphics team within Chrome's Web Platform organization.
- W3C CSS Working Group member and WHATWG HTML editor, designing and authoring web standards and APIs.
- Tech lead for Canvas 2D API, OffscreenCanvas, and other graphics and text features in Google Chrome.
- Drive cross-browser collaboration on web graphics standards and coordinate with Mozilla, Apple, and Microsoft.
- Lead the New Tab Page team.

Google

Zurich, Switzerland

SENIOR SOFTWARE ENGINEER

Jan 2009 - Apr 2014

- Developed machine learning models to improve YouTube ad audience targeting.
- Redesigned product search infrastructure for improved scalability and performance.

Google

Belo Horizonte, Brazil

SOFTWARE ENGINEER

Oct 2006 - Dec 2008

- Developed Core Ranking algorithms for Google Search.

Numerical Offshore Tank - TPN

São Paulo, Brazil

SOFTWARE ENGINEER

Aug 2003 - Sep 2006

- Developed parallel computing systems, 3D rendering, and web infrastructure.

Web Standards Committees

W3C CSS Working Group

WORKING GROUP MEMBER

2018 - 2024

- Participate in the development and specification of CSS standards and features.

WHATWG HTML Living Standard

EDITOR

2019 - 2024

- Edit and contribute to the HTML Living Standard specification.

Other Activities

McGill University

Montreal, QC, Canada

GUEST LECTURER

2021

- Invited lecturer for Computer Security course.
- Invited lecturer for Functional Programming course.

Gentoo/Linux

Remote

OFFICIAL DEVELOPER

Jan 2005 - Jul 2006

- Maintained Python-related packages for the Gentoo source-based Linux distribution.

Indie Game and Free Software Community

ACTIVE MEMBER

- Designed and launched a web game with 300k daily active users.
- Game development, web experiments, and technical writing projects showcased at fserb.com.
- Open source contributions and creative coding projects.

Education

Polytechnic School - University of São Paulo

MASTER IN SYSTEM AND ELECTRIC ENGINEERING

- Supervisor: Prof. Luiz Henrique Alves Monteiro

São Paulo, Brazil

2005 - 2008

Polytechnic School - University of São Paulo

BACHELOR IN ELECTRICAL ENGINEERING / COMPUTER AND DIGITAL SYSTEMS

São Paulo, Brazil

2000 - 2004

University of São Paulo

GRADUATE RESEARCH PROGRAM FUNDED BY FAPESP

- Subject: Cellular Automata models for Spreading Depression
- Supervisor: Prof. José Roberto Castilho Piqueira
- Creation of theoretical and computational models for the neural Spreading Depression phenomena, which is a neural activity responsible for migraine.

São Paulo, Brazil

Sep 2002 - Aug 2003

Publications

Qualitative Changes in temporal series complexity: a study based on informational entropy

MASTER THESIS

- Presented as System and Electric Engineering Master Thesis

University of São Paulo

2008

Biological models: measuring variability with classical and quantum information

JOURNAL ARTICLE

- Authors: Piqueira JRC, Serboncini FA, Monteiro LHA
- Volume 242, Issue 2, 21 September 2006, Pages 309-313

Journal of Theoretical Biology

Sep 2006

Development of a task parallelization system on high performance clusters

BACHELOR THESIS

- Supervisor: Prof. José Roberto Castilho Piqueira
- Presented as end of course thesis for Electrical Engineering graduation

University of São Paulo

2004

Patents

Identification and Uses of Search Entity Transition Probabilities

GP-2077-00-US

Audience segments custom built for video channel

GP-17552-00-US

Dynamic Audience Creation for Ads Targeting on YouTube

GP-18922-00-US

Languages

Native	Portuguese
Advanced	English
Intermediate	French, Spanish
Basic	German