

# I Kota Soda

69 Brown St, Box #2789 | Providence, RI 02912 | Phone: (201) 312-0067 | E-Mail: kota\_soda@brown.edu

## EDUCATION

---

**Brown University** | Sc.B. in Applied Math–Computer Science, [GPA: 3.88/4.0] Graduating May 2023  
*Relevant Courses:* Distributed Systems, Database Management Systems, Blockchains & Cryptocurrencies, Computer Systems, Software Engineering, Deep Learning, *Software Security, Compilers and Program Analysis (Currently Taking)*

## EXPERIENCES

---

**Meta | Software Engineering Intern** | [Backend Engineering] May 2022 – Aug 2022

- Created an automated system that detects, sends, and reviews violating Instagram content using a heuristics-based approach.
- Incorporated computer vision and language detection models to increase the accuracy 3 times higher than the pre-existing detection system.
- Repurposed content review results into high quality labels for a ML model that classifies violating media.

**PlayStation | Software Engineering Intern** | [Full Stack Engineering] May 2021 – Aug 2021

- Prototyped additional features for the PlayStation Network on the PS5 using the MERN stack.
- Designed and implemented MongoDB database schemas and RESTful API endpoints.
- Practiced the Agile and Scrum Methodologies in one-week sprints with 6 other developers.

**Empath | Data Engineering Intern** | [Data Engineering] Dec 2020 – May 2021

- Created python scripts that process ML training data in CSV files.
- Improved the accuracy of a machine learning model that differentiates human voices and phone hold music by roughly 10% (trained a CNN model that uses images of Fourier Transforms of raw audio data).

**Brown Consulting Club | Project Leader** | [Project Management] Sept 2020 – Dec 2020

- Led a team of 5 to assess new customer outreach strategies for a video game development studio.
- Worked on scoping project objectives and designed 10-week work plans detailing weekly research goals.

## TEACHING

---

**CSCI 0330 Introduction to Computer Systems | Teaching Assistant** Aug 2021 – Dec 2021, Aug 2022 – Present

- Held office hours to assist students in understanding C, assembly, and foundational operating systems concepts.

**CSCI 0170 Functional Programming & Data Structures (Intro to CS) | Teaching Assistant** Jan 2021 – Apr 2021

- Held office hours to assist students in understanding foundational data structures and algorithms concepts, as well as higher order functions.

## PROJECTS

---

**Puddlestore** | [Distributed Systems]

- Built a distributed file storage system API with a read-write locking system and client-side caching using zookeeper and tapestry in Go.

**Liteminer** | [Distributed Systems]

- Designed a distributed nonce value calculating system in Go.
- Achieved 2nd place in a class of 95 (ranked by speed) by devising a load balancing strategy using heartbeats.

**Mock Google Maps** | [Full Stack Engineering]

- Created a Google maps-like webapp with map data caching and A\* search routing using React and Java.

**Mock Linux Shell** | [Systems Engineering]

- Implemented a Linux Shell-like program with the cd, rm, ln, exit, fg, and bg commands and signal handling in C.

## SKILLS & INTERESTS

---

Technical Skills: Python, Go, PHP, Java, JavaScript, React, C, TensorFlow, SQL, Git, Mercurial