Akshay Chalana

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EDUCATION

University of Washington Sept. 2015 – June 2019 (Expected)

- Major: Computer Science (Data Science) and Mathematics (Philosophy Track)
- Relevant Coursework: Distributed Systems, Machine Learning, Algorithms, Discrete Optimization, Linear Optimization, Modern Algebra, Systems Programming, Data Structures & Parallelism, Discrete Math, Probability, Data Management, Real/Complex Analysis, Data Visualization

TECHNICAL SKILLS/LANGUAGES

- Machine Learning: Python (Apache Spark, sk-learn, Tensorflow [Keras - CNNs, RNNs, Autoencoders]), R
- Other: Racket (dialect of Lisp), C, C++, x86 Assembly, Java
- Web: MEAN stack, Python (Flask), React.js, Java, PHP, SQL (Postgres), React Native, Android Native

RELEVANT EXPERIENCE

Facebook (Menlo Park, CA) **Software Engineering Intern** June 2018 – September 2018

- Design and development of opset version converter for ONNX (Open Neural Network Exchange)
- Enabling continuous backwards compatibility of dozens of standard models and hundreds of internal/external users

JumpStart (San Francisco, CA) **Machine Learning Consultant** September 2017 – Present

- Building scoring, ranking, and feedback backend services in Python with PostgreSQL for 1000s of users

UWashington Hyperloop (Seattle, WA) **Control Systems Engineer** August 2015 – Present

- Designed C++ Firmware, GUI, and Telemetry for #1 SpaceX Hyperloop Pod Team in the US (2018)

Doppler Labs (San Francisco, CA) **Machine Learning Intern** June 2017 – September 2017

- Developed Tensorflow (Keras) models in Python for Audio Scene Classification to improve breadth of classifiers by several environments, improving accuracy by 10% for 30,000 Users

University of Washington (Seattle, WA) **Research Assistant** Dec. 2016 – June 2017

- Work on SIMPL: Partial Evaluation of Inference Algorithms (Bayes Networks) in Racket

Tesla (Palo Alto, CA) **Software Engineering Intern** June 2016 – September 2016

- Developed Features of PHP Hardware Test Data Visualization/Analysis App, firmware (C++) for STM32 and PIC-based Test Boards, and Python interfaces for test equipment and vehicle components for use by dozens of engineers across test teams

GiveSafe (Seattle, WA) **Software Development Intern** December 2015 – June 2016

- Built features of native Merchant Android application for interacting with beacon-holders (homeless individuals)

PERSONAL PROJECTS

Bodyguard (Top 30 @ PennApps Jan. 2016)
Android app for automatic emergency notification to friends/family/emergency services through voice commands. (built backend and various components of frontend)

MoneySen.se
Personal Finance Videogame (SVP Fast Pitch 2011 Winner)

Playsmid (DubHacks 2016)
Online videogame platform (Node.js app) for Synthetic Biology education and simulation (built backend and some frontend functionality).

Algorithmic Trading Club@UW/Blockchain Society@UW
Cryptocurrency Trading Algorithms, 2018 Conference