

# 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

### UWashington Hyperloop (Seattle, WA)

#### Control Systems Engineer

August 2015 – Present

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

### JumpStart (San Francisco, CA)

#### Machine Learning Consultant

September 2017 – August 2018

- Leading development of scoring, ranking, and feedback backend services in Python with PostgreSQL

### 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%

### 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 individual

## 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)

### Playsmid (DubHacks 2016)

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

### MoneySen.se

Personal Finance Videogame (SVP Fast Pitch 2011 Winner)

### Algorithmic Trading Club@UW/Blockchain Society@UW

Cryptocurrency Trading Algorithms, 2018 Conference