

# CURRICULUM VITAE/RESUME

Ajay Ganesh - SUGS CSE - UMID: 09453051

✉ [ajganesh@umich.edu](mailto:ajganesh@umich.edu)

## Education

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### University of Michigan

Ann Arbor, MI

*Bachelors of Science in Computer Science, 3.73 GPA*

*Expected Graduation: May 2024*

- **Course Highlights:** Algorithms and Data Structures, Web Systems, Operating Systems, Distributed Systems, Computer Security, Compiler Construction, Discrete Mathematics, Machine Learning and Practical Data Science
- **Honors:** University Honors (x5), Dean's List (x5), James B. Angell Scholar

## Technical Skills

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**Languages:** Python, C++, Rust, Go, JavaScript/TypeScript, HTML/CSS, SQL

**Technologies:** React, MongoDB, PostgreSQL, Node.js, Git, Docker, Linux, AWS

## Experience

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### Deepgram

Ann Arbor, MI

*Software Engineering Intern*

*May 2023 - Aug. 2023*

- Developed and deployed a Node.js backend service enabling speech recognition machine learning model usage on YouTube videos, used in a high-value client demo with potential revenue exceeding \$100k
- Optimized code for a Rust web API handling authorization and billing for Deepgram's automatic speech recognition models, resulting in a 5 ms average decrease in response time and greater standardization of error messages
- Increased account signup conversions by 7% by implementing an IP caching system in Rust and deploying it to on-premises data centers, giving new users increased exposure to Deepgram's AI models

### Riot Games

Ann Arbor, MI

*Student Security Engineer - UM MDP Program*

*Jan. 2023 - Present*

- Developed an extensible monitoring system using Python and Go to provide security engineers with real-time notifications for vulnerabilities in internal networks, contributing to increased operational efficiency
- Harnessed Amazon Web Services (Lambda, S3, CloudFormation) to create a deployment pipeline, allowing engineers to automatically deploy internal environment monitoring scripts in minutes
- Researched workflows with senior Information Security professionals to develop a continuous compliance dashboard in React, allowing executives to easily visualize the status of the organization's attack surface

### CaringWire

Columbus, OH

*Software Engineering Intern*

*Nov. 2021 - May 2022*

- Collaborated with senior developers and interns in an Agile environment to make updates and improvements to a web platform using Scrum ideologies, improving user experience for hundreds of caretakers and families
- Implemented features such as an auto-logout system, a database search autocomplete feature, and a cloud upload system for medical data, achieving HIPAA compliance and increasing usability for elderly consumers
- Improved a search feature by implementing a MongoDB data aggregation pipeline using TypeScript, leading to a 75% increase in quantity of accurate results delivered to users

## Personal Projects

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### Distributed Key-Value Database

Oct. 2023

- Tech Stack: Go, RPCs
- Leveraged the Paxos consensus algorithm to create a sharded key-value store in Golang, ensuring high consistency, fault-tolerance, and load balancing; further optimized by reducing network communication and custom garbage collection

### Network File System

April 2023

- Tech Stack: C++, Make
- Instrumented a distributed file system to store and serve data to many concurrent users by harnessing low level Linux file storage concepts

### C++ Thread Library

Jan. 2023

- Tech Stack: C++, Make, POSIX Threads
- Architected and Implemented a thread library from scratch in C++ to allow for greater concurrency, including synchronization through primitives such as locks and condition variables