

Amaan Marfatia

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EXPERIENCE

Android Engineer

Apr. 2022 – Present

LinkedIn

Sunnyvale, CA

- Worked as the sole Android engineer on the Premium Management team on the flagship LinkedIn app.
- Created multiple A/B tests to increase user acquisition and retention resulting in \$750K+ in annualized revenue from Android subscriptions alone.
- Planned and executed redesigns for the My Premium, Premium Cancellation, and Premium Welcome flows over all three frontend clients and rewrote the flows for Android. This resulted in over \$3M+ annualized revenue.
- Added tracking metrics for API endpoints to monitor issues and downtime for Android clients.
- Working on a centralized SDUI task force to convert the Android, iOS, and web apps into thin clients.

Full Stack Android Engineer

Aug. 2021 – Apr. 2022

Match Group — Plus1 Labs

Dallas, TX

- Continued working on the Android dating app Ship that I helped create from scratch during my internship.
- Created the login flow, the swipe gesture, and other reactive screens using Jetpack libraries, Kotlin, Retrofit, and Moshi.
- Developed a CI/CD pipeline using Jenkins that can push builds to the Play Store, make build notes, and inform the team of failing builds, linting issues, and code coverage drops using Jacoco.
- Created a Docker hosted Ktor backend API using AWS DynamoDB, ECR, ECS, and HashiCorp Vault along with OpenAPI documentation to manifest an internal innovation project for user safety that was implemented by multiple brands including Tinder.

Software Development Engineering Intern

Summer 2020, Summer 2021

Amazon — AWS X-Ray

Seattle, WA

- Worked on the CloudWatch team and contributed using Java and XML.
- Created an internal service to export X-Ray distributed tracing data in the New Relic format.
- Investigated and updated X-Ray architecture to accept and process W3C distributed traces.
- Used AWS DynamoDB, S3, CodeDeploy, and EC2 to run and deploy the service.

EDUCATION

Georgia Institute of Technology

Aug. 2021 – May 2023

M.S. in Computer Science

GPA: 4.0

- Concentration in Computing Systems
- Key Classes: Database Systems Concepts and Design, High Performance Computing, Computer Networking

Georgia Institute of Technology

Aug. 2017 – May 2021

B.S. in Computer Science and Mathematics (Highest Honors)

GPA: 4.0

- Concentrations: Information/Internetworks, Systems and Architecture
- Key Classes: Design and Analysis of Algorithms, Advanced Operating Systems, Information Security, Processor Design

PUBLICATIONS

Maia: Matrix Inversion Acceleration Near Memory

2022

B. Asgari, D. Ramchandani, A. Marfatia and H. Kim

<https://ieeexplore.ieee.org/document/10035196>

Copernicus: Characterizing the Performance Implications of Compression Formats Used in Sparse Workloads

2021

B. Asgari, R. Hadidi, J. Dierberger, C. Steinichen, A. Marfatia, H. Kim

<https://arxiv.org/abs/2011.10932>

PROJECTS

Sheltr — Project for Objects and Design Class

- Collaborated with classmates to make an Android app that enables users to easily find nearby homeless shelters using filters for shelter restrictions through the Google Maps API to show shelter locations.
- Used Google Firebase for authentication and NoSQL database storage of shelter information.

SKILLS / LANGUAGES

Programming Languages: Kotlin, Java, C, C++, Python, SQL, Dart, JavaScript, TypeScript

Technologies: Android, Kusto, SDUI, Ktor, AWS, Git, GitHub, Docker, Jenkins, Flutter, Firebase, Electron, React

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EXPERIENCE (Other)

Student Research Assistant

Aug 2020 – May 2021

Georgia Institute of Technology

Atlanta, GA

- Worked with professors and mentors to conduct research in accelerating sparse problems.
- Used Vivado HLS and FPGAs to hardware accelerate sparse matrix-vector multiplication with systolic tree structures.
- Added SpMV acceleration to RISC-V using a Rocket Custom Coprocessor with Chipyard and Verilator.

Android Engineering Intern

Jan. 2019 – May 2019, Aug. 2019 – Apr. 2020

Match Group

Dallas, TX

- Worked on the Plus1 Labs team to create Ship, an Android dating app with over 100,000 installs, from the ground up.
- Formed reactive screens and UI using Kotlin, XML, SQL, and Android architecture components.
- Created and communicated with API using Ruby, Room database, Retrofit, and Moshi.
- Developed a CI/CD pipeline using Jenkins that can push builds to the Play Store, make build notes, and inform the team of failing builds, linting issues, and code coverage drops using Jacoco.
- Won Most Innovative Award at 2019 hackathon for making a VR dating app on the Oculus.

Technology Summer Analyst

Jun. 2019 – Aug. 2019

Bank of America

Jersey City, NJ

- Worked with the Independent Price Verification team to analyze and aggregate data from stock traders.
- Modernized Python files to transition the whole project from using Python 2.7 to 3.7.
- Updated and fixed over 750 failing unit tests to run in memory and in parallel using C-based libraries saving hours per run.

Technical Associate Intern

Jun. 2018 – Aug. 2018

Cendyn (Formerly Rainmaker)

Alpharetta, GA

- Worked on the GuestRev software, a revenue management system for hotels, casinos, and resorts, using the ASP.NET MVC framework, SQL, and JavaScript.
- Learned C# and SQL to add a user preferences table to the database and format dates using the server-side user preferences and HTML5 local storage.

PROJECTS (Other)

Lichess Mobile (github.com/lichess-org/mobile)

- Fix a bug for the local clock
- Added feature to display puzzle hints
- Added feature to play unrated puzzles
- In Progress: Added feature to replay failed puzzles

Chess Repertoire (github.com/CloudyDino/chess-opening-trainer)

- Created a website for users to study and make chess opening repertoires using ReactJS on Firebase.

Tasks Scheduler — Desktop To-Do App (github.com/CloudyDino/tasks-scheduler)

- Made a cross-platform desktop to-do application using ReactJS and ElectronJS.

Firefox Preview — Mozilla's Open-Source Android Browser

- Used Kotlin to set the user's keyboard to private mode when in private browsing so that typing history is not saved.
- Used XML to flatten out layout hierarchies of several UI elements.