Eugenio "Bobby" Fortanely

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EXPERIENCE	**Facebook** *Senior Software Engineer, Machine Learning*	11/2015 – Present
	(Python, Hive, Presto)	*New York, NY*

- Improved quality of Places Graph using machine learning techniques
- Responsible for attributes of pin, polygon, Wi-Fi, and permanently closedness
- Led tech direction for deduplication, junk detection, hours, and curation
- Leveraged colossal datasets for idea generation and execution
- Evaluated external datasets for potential acquisition
- Optimized data improvements to better power place visit detection effort
- Mentored others in machine learning best practices across org and company

	Palantir Technologies *Software Engineer Intern*	6/2014 – 8/2014
	(Java)	*Palo Alto, CA*

- Augmented data processing pipeline with versioning for deployments

	Google *Site Reliability Engineering Intern*	6/2013 – 8/2013
	(Python, SQL)	*New York, NY*

- Created SQLite-based caching mechanism for an existing internal service

	Akamai *Platform Infrastructure Engineering Intern*	6/2012 – 8/2012
	(Python, SQL)	*Cambridge, MA*

- Launched internal tool for managing cached SQL tables

EDUCATION	**Massachusetts Institute of Technology**	Graduated 11/2015

- Master of Engineering in Electrical Engineering and Computer Science
- *GPA*: 4.7/5.0
- *Thesis*: TaleBlazer: Indoor Positioning
- Added indoor positioning to educational, location-based augmented reality games using iBeacons
- *Coursework includes*: Advanced Algorithms; Advanced Data Structures; Games, Decision, and Computation; Cryptography and Cryptanalysis

	Massachusetts Institute of Technology	Graduated 6/2014

- Bachelor of Science in Computer Science and Engineering, with Minor in Math
- *Major GPA*: 4.5/5.0   *Overall GPA*: 4.5/5.0
- *Coursework includes*: Software Construction; Performance Engineering of Software Systems; Computer System Engineering; Design and Analysis of Algorithms; Introduction to Algorithms; Computation Structures; Artificial Intelligence; Introduction to Machine Learning; Automata/Computability/Complexity

SKILLS	*Programming Languages:* Python, HiveQL, PrestoSQL, Java, C, C++
	Markup Languages: HTML, CSS, LaTeX
	Operating Systems: macOS, Linux, Windows

AWARDS	MIT Battlecode 2013, Sprint Tournament, 1st Place
	Eagle Scout, Troop 157, Boy Scouts of America, 2010