

Eugenio “Bobby” Fortanely

70 Pine Street, Apt. 5106, New York, NY 10005 • 512.733.4704 • eugenio@fortanely.com

EXPERIENCE

- Facebook** *Staff Software Engineer, Machine Learning* 11/2015 – Present
(Python, Hive, Presto) *New York, NY*
- Improved quality of Places Graph using machine learning techniques
 - Tech lead for team of 14 engineers
 - Navigated cross-functional alignment and results through competing priorities
 - Drove integration of Places Data with Facebook’s smart assistant to answer local Q&A on Portal and other devices
 - Responsible for attributes of pin, polygon, Wi-Fi, and permanently closedness
 - Led technical direction for deduplication, junk detection, hours, curation, and computer vision signal extraction from both street-level and satellite imagery
 - 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
 - Was force multiplier for improving documentation and onboarding efficiency
- Palantir Technologies** *Software Engineer Intern* 6/2014 – 8/2014
(Java) *Palo Alto, CA*
- Google** *Site Reliability Engineering Intern* 6/2013 – 8/2013
(Python, SQL) *New York, NY*
- Akamai** *Platform Infrastructure Engineering Intern* 6/2012 – 8/2012
(Python, SQL) *Cambridge, MA*

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 Bluetooth Low Energy beacons
 - 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++, L^AT_EX
Operating Systems: macOS, Linux, Windows

AWARDS

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