Eugenio "Bobby" Fortanely

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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
- Set 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 included*: 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 included*: 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++, LaTeX
Operating Systems: macOS, Linux, Windows

AWARDS

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