Contact

www.linkedin.com/in/
vinayapolamreddi (LinkedIn)

Top Skills

Deep Learning
Artificial Intelligence
Computer Vision

Languages

English (Native or Bilingual)
Spanish (Limited Working)
Telugu (Native or Bilingual)

Publications

Exploration of Student's Use of
Rule Application References in a
Propositional Logic Tutor

Vinaya Polamreddi

Machine Learning Engineer @ Apple | Stanford AI grad
Stanford

Summary

Recently gave a talk at the @Scale 2019 conference on Building and
scaling state-of-the-art optical character recognition system: https://
lnkd.in/gPirUGM

I am passionate about using technology to empower people. I work
in computer vision, and I love challenging projects.
Previously @ Google, Pinterest, Microsoft, Fidelity

Experience

Apple

Machine Learning Engineer at Apple
April 2020 - Present (5 months)
Cupertino, California, United States

Facebook

Software Engineer
December 2017 - March 2020 (2 years 4 months)
Menlo Park, CA

Working in the Computer Vision team in Facebook AI specifically the video
understanding team. Some of the projects I have worked on:

Optical Character Recognition:
- Built the end to end system for recognizing text in videos at facebook scale,
used by more than a dozen product teams across facebook.
- Zero to one project that includes large scale infra, training/ making frame
based detection and recognition models work for video at production scale,
building video models to make the OCR process more efficient.
- Gave a talk at @Scale 2019 conference about this work: https://lnkd.in/
gPirUGM

Localized Video Embeddings:
- Built end to end service to provide rich, temporal representations for videos to
be used in various classification use cases.

Stanford University
10 months

Graduate Teaching Assistant: CS 276 - Information Retrieval and Web Search
April 2017 - June 2017 (3 months)
Stanford, CA

Graduate Teaching Assistant: CS 246 - Mining Massive Datasets
January 2017 - March 2017 (3 months)
Stanford, CA

Graduate Teaching Assistant: CS 131 - Computer Vision
September 2016 - December 2016 (4 months)
Stanford, CA

Helped teach classes, change the curriculum, designed homework assignments and tests.

Google
Software Engineer Intern
June 2016 - August 2016 (3 months)
Mountain View, CA

Using Deep Learning for YouTube video classification for better search, recommendation, ads targeting and brand safety. Performing applied machine learning research and making models work at the scale of Youtube.

Facebook
Software Engineering Intern - Messenger
May 2015 - August 2015 (4 months)
Menlo Park, CA

Implemented a data framework for admin messages in messenger web backend:
- Designed and implemented an easy and efficient API to create, change and access admin messages
- Converted all previous admin messages to implement the framework making changes through the web stack

Refactored the mark read pipeline:
Full stack work making many incremental changes to make the mark read and read receipt operations pipeline code in messenger cleaner, more performant and designed to make many planned future changes simple

Pinterest
Software Engineering Intern - Visual Search and Discovery team
August 2014 - November 2014 (4 months)

Automated aspects of training object models through scripts; trained objects
models; used parts-based model algorithm to train object models
Developed web features for an object recognition project
Implemented a search feature to search on salient color of image instead of
text; learned search engine architecture
Wrote large scale map-reduce jobs using Cascading to understand consumer
data
Implemented a pipeline re-ranking recommendations through user feedback
data such as clicks, repins; project included offline service with multiple data
jobs to gather, aggregate and load data and online service to real-time rerank
recommendations

Microsoft
Software Development Engineer Intern
May 2014 - August 2014 (4 months)

Developed features for Microsoft's version control system, TFVC, to enable
versioning for shelvesets - a set of pending changes not in the central
repository
Designed the changes with consideration to compatibility and efficiency
Created RESTful APIs for clients to access server functionality
Implemented stored procedures and server side logic in TFS
Implemented command line tools and wrote client side logic for Visual Studio

Fidelity Investments
Technical Intern
May 2013 - November 2013 (7 months)

• Worked with various business units to analyze requirements and design;
• Wrote and executed test cases for web-services, Mainframe transmissions
(RUMBA) and other internal applications in QC 10, ALM 11;
• Created test plans for black-box testing, end-to-end testing, acceptance
testing; helped outline UAT testing; filed defects, worked with developers to
debug; performed validation after implementation;
• Used QTP to automate data generation; used SQL to find test data

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Education

Stanford University

Master of Science (M.S.), Computer Science · (2015 - 2017)

Stanford University Graduate School of Business

Stanford Ignite, Business, Entrepreneurship and Innovation · (2017 - 2017)

North Carolina State University

Bachelor of Science (B.S.), Computer Science, Economics · (2012 - 2015)

University of North Carolina at Chapel Hill

· (2011 - 2012)