Tanay Singhal

🌐 www.tanay.style

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U.S. Permanent Resident
[do not need work visa]

Links

TanaySinghal

tanay-singhal

tanaystyle

Side Projects

Sublify (App & Website)

Waterloo VR Club Executive

YouTube Creator

Math Tutor

Tank Multiplayer Game

Stanford A.I. Summer Institute

Skills

Machine Learning

Python

Go

C# / Unity3D

C / C++

JavaScript / TypeScript

Scheme

OCaml

Google Cloud Platform

Apache Beam

Hobbies

🎨 Digital 3D Art

🍴 Cooking

✈️ Traveling

🗨️ Learning

☺️ Making Awesome Experiences

Work Experience

Snap Inc.
SEP 2019 - DEC 2019
LOS ANGELES | SOFTWARE ENGINEERING INTERN
www.snap.com

- Wrote pipelines for big data using Python, Go, Docker, Google Kubernetes Engine, BigQuery, GCS, and Apache Beam Dataflow
- Project 1: Improved end-to-end machine learning pipeline that collects data, labels data, trains a model, and evaluates the model
- Project 2: Independently developed pipeline for ingesting classification, bounding box, and segmentation data
- Project 3: Implemented advanced APIs for visual similarity search
- Presented work to co-founder Bobby Murphy

CTRL-labs (acq. by Facebook)
JAN 2019 - APR 2019
NEW YORK CITY | SOFTWARE ENGINEERING INTERN
www.ctrl-labs.com

CTRL-labs is a neurotech startup reimagining the future of human-computer interaction through building neuromuscular interfaces.

- Listed as inventor in 2 provisional patent
- Pioneered use of an algorithm that proved crucial and is now widely adopted in the company
- Independently undertook projects from start to completion
- Collaborated extensively with the neuroscience & ML team and helped made remarkable progress towards team goals
- Rapidly learned new programming languages, frameworks, platform, and hardware, making good progress within first week

Spatial Systems
**MAY 2017 - AUG 2017 &
MAY 2018 - AUG 2018**
NEW YORK CITY | AR/VR DEVELOPER
www.spatial.is

Spatial is a startup building a meeting platform for AR devices such as the Microsoft HoloLens, much like Skype is for desktop.

- Independently developed a core feature for searching the web collaboratively and taking notes in AR during meetings
- Leveraged hand gestures, voice recognition, physics, and spatial mapping to create new human-computer interactions on VR/AR devices such as the Microsoft HoloLens and Oculus Rift
- Worked closely with the founders and lead designer, gaining valuable leadership and team skills
- Earned promotion and bonuses for creating beautiful experiences backed by clean, robust, and generalizable code

Education

University of Waterloo
SEP 2016 - MAY 2021
BACHELOR OF COMPUTER SCIENCE, HONOURS CO-OP
WATERLOO, ON, CANADA

- President's Scholarship of Distinction
- 88% GPA and 3 time Term Dean's Honours List recipient