

# AKASH BHATTAL

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Portfolio 📁 <https://www.abhatthal.com>

LinkedIn 👤 <https://www.linkedin.com/in/abhatthal>

GitHub 🐙 <https://www.github.com/abhatthal>

## Who am I?

I am an Ex-Google software engineer with 2 years of experience developing YouTube's Search infrastructure using C++. I currently live in the San Francisco Bay Area and am open to relocation.

## Experience

### Software Engineer, Google

May 2, 2022 – April 22, 2024

- Built upon YouTube Search infrastructure to serve queries more efficiently with reduced cost and latency.
- Contributed over 20,000 lines of C++ code including optimizations and migrations.
- Reduced Search latency by 3 milliseconds without any search quality impact cutting ThinSearch document retrieval size by 30%.
- Embedded precompiled machine learning models for Search wholepage ranking for improved performance over dynamic models.
- Moved Ads RPC call to leverage partial search response for more relevant ads.

### Software Engineering TA, Code Platoon

Feb 1, 2021 – May 31, 2021

- Taught data structures, algorithms, and fundamentals of computer science to a class of 30 military veterans.
- Assisted students with programming assignments and web development projects.
- Built web applications using modern frameworks including Django and React.

## Projects

### Website Portfolio

<https://github.com/abhatthal/portfolio>

- Published a responsive website summarizing my experiences and projects.
- Built from scratch using HTML, CSS, and JavaScript without the use of website templates or web frameworks like Angular or React.

## Programming Languages

**Proficient** C/C++, Python, JavaScript, Java, Bash

**Familiar** Haskell, C#, MATLAB, R, Go, Rust

## Education

### Simon Fraser University

Bachelor of Science, Computer Science

2017 – 2022

## Skills

🎮 <b>Web Dev</b>	React, Django, Flask, Spring Boot
🧠 <b>Data Science</b>	NumPy, Pandas, Spark
🤖 <b>Compilers</b>	LLVM IR, Parabix, Neon
🎮 <b>Game Dev</b>	Unity, Unreal Engine
📦 <b>Databases</b>	PostgreSQL, MySQL, Django ORM
📦 <b>Containers</b>	Docker, Docker Compose
🍷 <b>Graphics</b>	OpenGL (GLUT in C++)