

Abhinav Sriram

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EDUCATION

BROWN UNIVERSITY

SC.M. (MASTER OF SCIENCE) IN COMPUTER SCIENCE | FALL 2022 - SPRING 2023 | GPA: 4.0

- Distributed Systems • Blockchains and Cryptocurrencies • Programming Languages • Formal Methods • Artificial Intelligence
- Working on a Thesis in the Blockchain space advised by Dr. Maurice Herlihy.

SC.B. (BACHELOR OF SCIENCE) IN COMPUTER SCIENCE | FALL 2019 - SPRING 2023 | GPA: 4.0

- Object-Oriented Programming • Algorithms and Data Structures • Computer Systems • Software Engineering • Engineering Design
- Intro Micro/Macro Economics • Advanced Microeconomics • Financial Markets • Decision Making • Management of Organizations
- Multivariate Calculus • Linear Algebra • Statistical Inference • Discrete Structures and Probability

EXPERIENCE

STEALTH STARTUP | CO-FOUNDER

Present | Providence, RI

- Building something new at the intersection of philanthropy and blockchains with a small team in any free time we have.
- Advised by professors with expertise in blockchains, distributed systems, programming languages, public policy and game theory.

MICROSOFT | PRODUCT MANAGER INTERN

Jun 2022 - Aug 2022 | Redmond, WA

- Served as product lead for Azure Firewall's security solutions for cloud-native/PaaS applications during Gartner product evaluation; and based on the product roadmap I proposed last year, initiated development of Azure Firewall security solutions for Kubernetes.
- Worked closely with whales (Dell, AT&T and AMD) to develop security solutions optimized for their Kubernetes workloads. Validated PMF for these solutions more broadly by consulting with internal customers (MSIT, XBOX and Office), SMB customers and Azure MVPs.
- Collaborated with engineering team in Silicon Valley, R&D team in Israel, and Design team in Redmond to develop technical spec docs with dependency commitments from partner teams and fully-scoped work items with firm timelines to deliver these features.
- Delivered POC of primary scoped feature working with Silicon Valley engineering team. Conducted product demos with aforementioned customers that affirmed projected business impact of \$37 million in FY23, with expected YoY growth of 66% in FY24 and 72% in FY25.

BROWN UNIVERSITY | RESEARCH MANAGER

Sep 2021 - May 2022 | Providence, RI

- Led a team of 20 developers building a Deep Learning powered visual prosthesis device at the Paradiso Lab in the Neuroscience Department. Personally drove nation-wide recruitment efforts, reviewed 250+ applications and conducted 50+ interviews.
- Devised GTM plans. Pivoted from proprietary software and IP protected hardware to open-source. Explored partnerships with other academic (HCI Lab, 3D ML and CV Lab) and industry (Microsoft, Seeing AI) efforts to accelerate development timeline by 40%.
- Revived testing program at Providence VA Medical Center post-COVID with 10 patients and new IR motion-tracking room. Secured multi-year grants (\$1,000,000+) via partnership with VA allowing for hire of full-time employees to further move up GTM timeline.

MICROSOFT | PRODUCT MANAGER INTERN

Jun 2021 - Aug 2021 | New York, NY

- Drove product roadmap exploration for Azure Firewall, built for IaaS environments, to now protect cloud-native/PaaS applications.
- Developed technical spec docs outlining application agnostic opportunities that could result in 43% increase in annual revenue.
- Identified future threat to Azure Firewall that would result in loss of 30% of existing customer base and developed concrete mitigation plans by working closely with external consultants who work with SMB - the segment in which we would lose most customers.
- Conducted 100+ hours of customer interviews with Azure Top 50 Customers (Walmart, Kroger, Danone, P&G etc.) and worked very closely with CSAs, PMs, Engineers and Designers to make data driven and technically feasible recommendations.

AMGINE INK | PRODUCT ENGINEER INTERN

Jul 2020 - Sep 2020 | Los Angeles, CA

- Wrote proprietary recommendations and scoring algorithm driving underlying app/game logic with 80% accuracy and 90% satisfaction.
- Focused on maintaining 95% user retention rate using gamification while transitioning to subscription model (from freemium model).
- Worked closely with Engineering, UI/UX, Game Design, and Marketing teams to re-architect MVP from scratch as a cross platform application. Prototyped, iterated and developed hi-fidelity wire-frames and mock-ups working closely with CEO's office.

FUJI ELECTRIC | PRODUCT MANAGER INTERN

Apr 2020 - Jun 2020 | Chennai, India

- Performed market sizing & identified key insights from 1 million+ data points on competitors, for Indian consumer electronics product.
- Researched and identified KPI metrics for company's first D2C product and performed competitive/SWOT analysis of current market leaders & then worked closely with Marketing, Engineering, and Sales teams to develop competing product based on this analysis.
- Identified poor customer service as key weakness of competitors & worked with outsourced software firm and external servicing company with nationwide network to deploy superior automated customer service solution projected to reduce costs by up to 80%.

ALMA MATTERS | SOFTWARE ENGINEER INTERN

Jun 2019 - Aug 2019 | Santa Clara, CA

- Wrote proprietary college matching algorithm that makes REST calls to database of colleges with various metrics collected using a Selenium script. The algorithm was directly integrated into existing web product and drove website traffic up by 35%.
- Authored articles on college application process, recorded podcasts, answered questions on online forum and helped maintain website.
- Worked closely with CEO to grow user base by developing and deploying targeted advertisements for Asia and the Middle East.