Adi Zimmerman

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Education

University of California, Berkeley Aug 2016 — Dec 2019

- B.A. Computer Science, Dec 2019. GPA: 3.6/4.0.
- Coursework: Data Structures, Algorithms, Computer Architecture, Operating Systems, Machine Learning, Artificial Intelligence, Security, Databases, Discrete Math, Linear Algebra, Probability Theory.

Employment

Lyft, Marketplace Dispatch — Software Engineer Feb 2020 — Present

- Redesigned the Python matching worker into Go microservices. The new architecture improved latency by 2x, reduced compute resources by 10x, and immeasurably improved observability and developer confidence.
- Maintained and developed new features for the legacy Lyft Matching Platform.

Lyft, Marketplace Dispatch — Software Engineering Intern May 2019 — Aug 2019

- Built a scalable, reliable, low latency per-driver observability system from database to API level in Go that captured and alarmed on up to ~30k supply failures per 2-5 second matching cycle.
- Isolated 30 supply failure reasons in complex legacy Python codebase as input to observability system.
- Designed an algorithm for editable party size on shared rides that decreased unmatched cancel rate by 1.6%.

Cisco, Kinetic IoT — Software Engineering Intern May 2018 — Aug 2018

- Built lightweight, distributed IoT message broker in Java designed for high horizontal scalability and flexible deployment on cloud or on-premise.

Marvell, Embedded Platform — Software Engineering Intern June 2017 — Aug 2017

- Developed IoT networking protocol between ESPRESSObin single-board computer and external devices using C and Python.

Research

Berkeley RISElab — Ray Tune, Scalable Hyperparameter Search Jan 2019 – May 2019

- Ported ask and tell search algorithms for usage on Tune (scikit-optimize, Facebook's Nevergrad and Ax).
- Led design and implementation of Tune's RESTful web server and post experimentation analysis tools.
- Iterated and improved on user-facing documentation and tutorial.

Achievements

- CS189 Kaggle Competition (2019): top 16% of 574 class in predicting one out of eight functional movements from a video dataset using convolutional neural networks.
- Academic Intern (2017/2018): supported students through weekly labs, homework, and projects.
- San Francisco Symphony Youth Orchestra Clarinetist (2015/2016): part of four person section.

Languages and Technologies

- Programming: Python, Go, Java, C, HTML/CSS/Javascript, RISC-V Assembly.
- Technologies: Unix, Git, SQL. Vim, AWS, Kubernetes, Microservices, Spark, Docker, Jenkins, Scipy Ecosystem.
- Languages: English, Hebrew.