ANKUSH GOLA

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EDUCATION

Princeton University · Princeton, NJ June 2015
B.S.E. in Electrical Engineering, with Honors
Selected Coursework: Operating Systems · Advanced Programming Techniques · Lightwave Communications · Quantum Computing · Building Real Systems · Image Processing · Computer Vision · Automatic Control Systems

Activies: IEEE · Wind Ensemble (Alto Saxophone) · Sigma Xi Research Honors Society

SELECTED AWARDS

The Bradley Dickinson Award (Co-Recipient) · *Princeton Dept of Electrical Engineering* June 2015
Awarded to a senior with an outstanding record in the design and implementation of complex electronic systems.

HackPrinceton · *Princeton Entrepreneurship Club* Fall 2012-Spring 2015
Three times first place winner (fall 2012, spring 2013, spring 2015) and one time second place winner (fall 2014) in hardware at semi-annual Princeton-hosted hackathon.

Greylock Hackfest · *Greylock Partners* Summer 2013-Summer 2014
One time overall second place winner ($5000 in prizes, accolades from several top Silicon Valley CEOs) and one time finalist (top 10) in the prestigious, invitation-only hackathon in San Francisco.

RECENT WORK EXPERIENCE

Facebook Inc. · New York, NY August 2015 - Present
Software Engineer

Worked on a mobile disk caching library that backs most mobile products on iOS and Android. Contributed to FBRetainCycleDetector. Created a heap dump tool for iOS apps and currently working on in-house tools to analyze these dumps for memory usage problems.

Princeton Dept. of Electrical Engineering · Princeton, NJ February 2015 - May 2015
ELE 302 Lab TA

Assisted students in debugging code and circuitry for capstone junior-year design course.

SELECTED PROJECTS

Squat IQ · (Independent) January 2017 - Present
A sensor system designed to diagnose issues with squat technique in athletes. Consists of pressure sensing shoe insoles, a depth sensor, and a computer model that evaluates the foot position throughout the movement, labeling positioning errors, their severity, and where in the movement they happen. Currently working with a physical therapist to predict muscle imbalances and mobility issues with this data.

Produce-AR October 2017 - Present
An augmented-reality music production application for iOS that allows the user to connect bluetooth peripherals and arrange soundclips in 3D.

Dynamic Baseline Binocular Stereo with Multirotor UAVs · (Senior Thesis) July 2014 - May 2015
A dynamic, wide baseline stereo vision system that produces novel depth-perception enhancing effects in 3D cinema by filming left and right perspectives with independent UAVs. Utilized techniques from machine learning, control theory and computer vision.

Bernice · (Team of two) February 2014 - May 2014
A small vehicle that is controlled from a virtual reality station. (Cypress PSoC, Arduino, Raspberry Pi, XBee, C)

SKILLS

Languages & Frameworks	C, Python, Java, OCaml/ML, Django, IA32, MIPS, OpenCV, IPython
Misc.	Unix/Linux, Git, Embedded Computing, UAVs, Arduino, Raspberry Pi