AANAND KAINTH

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EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ   *Santa Cruz, CA*
Computer Science, B.S.   *June 2024*
Cumulative GPA: 3.9; Dean's List 2020-2021
Relevant Coursework: Assembly, C Programming, Programming Abstractions, Linear Algebra, Multivariate Calculus

WORK EXPERIENCE

PLUME DESIGN, INC — *Software Engineering Intern*   *Jun 2021 — Sept 2021, Jun 2019 — Aug 2019*
- Upgraded the networks operations center to ECMAScript 6, reducing code size by ~15%
- Overhauled charting to improve accessibility and halve load times to 1.2s, to vocal support from users
- Implemented support for CORS headers to 3 microservices to increase security for proprietary endpoints

FACEBOOK AI RESEARCH — *Software Engineering Intern*   *Feb 2021 - April 2021*
- Refactored logging system, resulting in ~30% less code churn in pull requests
- Implemented learning rate scaling to reduce training time by 10% by adjusting for available compute cores.
- Augmented existing logging to allow for easy integration with other software tooling like *tensorboard*

BENTOML — *Software Engineering Intern*   *Jun 2020 - Aug 2020*
- Developed support for PySpark's ML and MLlib frameworks, resolving an issue with 5 supporters
- Coordinated with maintainers to ideate and realize a new design for adapters, resulting in 40% less code required for a typical pull request

ACTIVITIES

UCSC ROCKET TEAM — *Vice President*   *Sep 2020 - Present*
- Managed a team of 40 in the creation of a rocket project over 10 months
- Designed a flight path prediction model
- Trained a team of 4 to write the software requisite for using the model to deploy fins in flight

PROJECTS

CONCEPT
- Designed and created a Google Docs add-on to perform and suggest improvements to 11 different metrics relevant to writing, including sentiment, emotions, contradiction, and sentence variance

MARSCODE
- Created a Visual Studio Code plugin to execute MIPS assembly with 500+ installs and a 5-star rating

SKILLS

Embedded software with CircuitPython, machine learning, web servers (Node.js, Java, Kotlin), React, HTML/CSS/JS, Python, Unix/Linux, Git, Graphic design, Unity/C#, Project management, setting and achieving deadlines as a leader, clear and consistent communication within a team