Andrei Maximov

https://github.com/andreimaximov

EDUCATION

UC SAN DIEGO
B.S. in Computer Science
October 2014 - Present | La Jolla, CA
Jacobs School of Engineering
Provost Honors
Cum. GPA: 3.83 / 4.0
Major GPA: 4.0 / 4.0

LINKS

https://github.com/andreimaximov
http://andreimaximov.com

COURSEWORK

Advanced Data Structures
Algorithms
Operating Systems
Computer Architecture
Parallel Computing
Advanced Graphics
Neural Networks and Machine Learning
Calculus
Linear Algebra

SKILLS

PROGRAMMING
Proficient
C++ • Java • Python
Experience
C • Lua • JavaScript/Node.js • PHP •
OCaml • Bash
Familiar
SQL

TOOLS
Datastores
PostgreSQL • MySQL • Redis •
Memcached • Kafka • HDFS
Frameworks
Hadoop MapReduce • Cascading •
Apache Storm • Apache Spark
Other
Angular 2 • React • Git

EXPERIENCE

FACEBOOK | Software Engineering Intern
September 2017 – Present | Menlo Park, CA
- Stream processing on Search Ranking Infrastructure.

QUORA | Software Engineering Intern
June 2017 – September 2017 | Mountain View, CA
- Worked on the Data Platform/Infra team to design from scratch and build a new highly scalable realtime monitoring system using Scala, Apache Spark, and Kafka.
- Improved infrastructure monitoring tools with Python and C++.

GOOGLE | Software Engineering Intern
June 2016 – September 2016 | Mountain View, CA
- Worked on the Apps team to develop an Object Relational Mapping abstraction for integrating the Apps Admin SDK as a datastore into App Maker.
- Used Java on the backend and JavaScript on the frontend to create a query engine with filtering and relations support.

EFOLDER | Software Developer Intern
June 2014 – May 2016 | Mountain View, CA
- Developed a scalable and fault tolerant Lambda Architecture reporting infrastructure using Java with Hadoop MapReduce and AWS Lambda for realtime Kinesis stream processing.
- Built a MapReduce abstraction with Cascading for improved data pipeline management, schema validation, and simplified join algorithm on graph data.
- Implemented an automated billing system using PHP and PostgreSQL responsible for processing a majority of eFolder's revenue.

PROJECTS

PATHTRACER | C++ Rendering Engine
- Developed a physically accurate rendering engine with support for Monte Carlo global illumination, fresnel reflections/refractions, texture mapping, glossy surfaces, importance sampling, and multi-threading that probabilistically approximates the Rendering Equation.

PROGRAMMING PUZZLES | C++, Python, Java
- I enjoy solving Codeforces and HackerRank programming puzzles and learning new algorithms in my free time.

INTO-IT GAMES | Game Development Startup, Lua, Java, C++
- Developed five cross platform iOS/ Android games in high school using Lua that with over 100k downloads and 500k game sessions.

ANDROID PUSH NOTIFICATION SERVER | Java
- Developed a web app on Google App Engine for managing apps, registering devices in Cloud Datastore, and targeted push notification dispatch through GCM.

AWARDS

2013 Outstanding Achievement in AP Physics C - Mechanics