

Anirudh Iyer

✉ a24iyer@uwaterloo.ca | ☎ (905) 616-1772 | 📍 Waterloo, ON | 🌐 anirudhi.github.io

Education

University of Waterloo

BCS IN COMPUTER SCIENCE

Waterloo, ON

Sep 2016 – Expected Apr 2021

Work Experience

Paravision

San Francisco, CA (Remote)

SOFTWARE ENGINEERING INTERN

May 2020 – Aug 2020

- Improved inference time by 20% in a high performance face recognition SDK by converting TensorRT engines to ONNX.
- Developed a system to compile and distribute releases at scale for Paravision's primary C++ SDK with CircleCI.
- Reduced GPU utilization by 15% in real time streaming app by detecting unused frames and implementing NMS.
- Created production ready, multi stage Docker images to use for Computer Vision deployment at scale.

SelfMade

New York, NY

SOFTWARE ENGINEERING INTERN

May 2019 – Aug 2019

- Created a referral system and targeted onboarding to increase user aquisition for SelfMade Collabs by 400%.
- Built REST APIs in Meteor/Node.js to handle multi-user chat, Instagram giveaways and several other collaboration tools.
- Developed components in React/Redux for user profile creation and brand filtering.
- Optimized API worker instances on EC2 to handle over 200% more concurrent jobs from >50 SQS queues.

Shopify

Ottawa, ON

SOFTWARE ENGINEERING INTERN

Sep 2018 – Dec 2018

- Migrated the Shopify Logistics admin platform from Ruby on Rails to a GraphQL, React.js/Typescript stack.
- Implemented a new refunds flow in React that could handle orders with >1000 line items and multiple shipping locations.
- Optimized refund query algorithm to filter out stale data, reducing data sent to the web client by 30%.
- Architected GraphQL APIs and client interfaces to allow the editing of orders, the most requested feature in Shopify.

Mani Wonders

Toronto, ON

WEB DEVELOPMENT INTERN

Jan 2018 – Apr 2018

- Refactored their primary ecommerce portal resulting in 12x faster load times and an 80% reduction in redundant data being loaded.
- Introduced version control management and drastically sped up developer productivity by setting up a CI pipeline.

Inksmith

Kitchener, ON

3D DESIGN AND FIRMWARE DEVELOPER

May 2017 – Aug 2017

- Developed an extensible Arduino based robotics framework consisting of low cost, 3D printed parts for educational use.
- Designed a variety of CAD models for various client needs, with optimizations for additive manufacturing.

Edgebotix

Singapore

HARDWARE AND FIRMWARE DEVELOPER

Feb 2016 – Aug 2016

- Developed EBot 2.0 from design to delivery within a 3 month time frame, while reducing cost by 80%
- Designed the PCB and firmware for the robot on the TI-CC3200 platform using embedded-C.

Skills

Languages: C++, Python, Java, Javascript ES6, Golang, PHP, Lisp, Bash, C

Technologies: React, Node, Docker, MongoDB, Postgres, CircleCI, TensorRT, Redis, gRPC/Protobuf, Meteor, AWS, Enzyme