

Anthony Sandrin

<http://sandrin.me> - anthony@sandrin.me

Education

The University of Waterloo - B.C.S. Candidate 2019

- 4A Computer Science Co-op - 90.5% CAV - 3.86 GPA

Experience

Dropbox - Software Engineering Intern - Asynchronous Processing & Messaging Team

San Francisco, CA - May-August 2017

- Improved reliability and tooling of a distributed real time event processing system
- Upgraded the service's internal throttling using a distributed rate limiting system

Yelp - Software Engineering Intern - Distributed Systems Team

San Francisco, CA - August-December 2016

- Designed an algorithm to identify and distribute high-load topics across Kafka clusters
- Added features and made improvements to Python tools for managing Kafka clusters

NVIDIA - CUDA Software Engineering Intern - CUDA Libraries Team

Santa Clara, CA - January-April 2016

- Implemented an efficient deconvolution kernel for the cuDNN deep learning library
- Added cuDNN RNN bindings to the Torch deep learning framework
- Improved CUDA kernel code for the cuFFT CUDA library

Primate Labs - Software Developer

Toronto, ON - May-August 2015

- Used C++ and x86 assembly to develop and optimize CPU benchmarking workloads
- Programmed for GPGPUs using CUDA, OpenCL, and OpenGL

Projects

Spectacle

- A path tracing rendering engine implemented in C++ - Available on Github

XKCD Widget

- An Android home screen widget to display the latest XKCD comic - Available on Github

Programming Skills

C++ - C - Go - Java - Scala - Python - R - Apache Kafka - CUDA - OpenCL - OpenGL

Areas of Interest & Proficiency

Deep Learning - Distributed Systems - GPGPU Programming - Performance

github.com/anthonysandrin - linkedin.com/in/anthonysandrin