

Anthony Sandrin

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

Education

University of Waterloo - Bachelor of Computer Science Candidate 2019

Waterloo, ON — Sept 2014-Present

- 90% CAV - 3.86 GPA - Dean's Honours List
- Highlight Courses: Real-time Programming - Graph Theory - Combinatorial Optimization

Experience

Jane Street Capital - Software Development Intern

New York, NY — September 2018-Present

- Optimized the performance of a graph computation library used in trading systems

Snap Inc. - Software Engineering Intern - Memories

Venice, CA — Jan-April 2018

- Designed a system that used computer vision and machine learning to score image quality

Dropbox - Software Engineering Intern - Infrastructure

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

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 - Software Engineering Intern - CUDA Libraries

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 GPUs using CUDA, OpenCL, and OpenGL

Projects

Spectacle

- A path tracing rendering engine implemented in C++ - Available on [Github](#)

Programming Skills

C++ - C - Python - OCaml - Java - Go - Apache Kafka - CUDA - OpenCL - OpenGL