Arjun Srinivasan

CONTACT

Software Engineer

PROFESSIONAL EXPERIENCE



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[arjunsrinivasan1997.github.io](file:///Users/v-cz/Documents/Documents%20-%20MACLTUS66997/Vatman/SSDrive/ZZZ-Vatman/Arjun/arjun-Resume/arjun-resume-2020/Arjunsrinivasan1997.github.io)



**Backend Software Engineer – Deliverr.com**

*Mar. – Sept. 2020*

* Reduced cost of orders by 25% implementing a solution that allowed for groups of orders to have lower on time delivery targets based on where the order originated.
* Lowered inventory receiving errors by 15% by developing an API that made critical information on shipping labels more visible.

**Software Engineering Intern – Samsung Austin R&D Center**

*Jun. – Aug. 2019*

* Reduced load times for user programs by 30% through development of custom server-side caching algorithms using predictive caching.
* Developed solution for user design & creation of personalized analytics dashboards based on Jupyter Python Notebooks.

**Software Engineering Intern – People Data Labs**

*May. – Nov. 2018*

* Implemented neural network solutions to surface latent insights in customer data & identified trends in large data sets.
* Improved customer API performance by 40% by developing workload management programs that more efficiently balanced workloads across multiple servers.
* Reduced API query response times by 20% by developing algorithms that implemented the most efficient query execution pathways

EDUCATION

Bachelor of Arts / Computer Science

*University of California - Berkeley  
2016 - 2019*

PERSONAL PROJECTS

* Numpy
* Pandas
* Spark
* OpenMP
* Node
* React
* PyTorch
* TensorFlow

KEY TOOLS/LIBARIES

HTML/ CSS

C / C++

JavaScript

Java

SQL

Python

KEY LANGUAGES

* Developed an interactive Alexa Skill that tests users' knowledge of sports trivia
  + Skill was recognized by Amazon as a top performing app in the Alexa Skills Store.
* Developed neural networks that classified handwritten digits, solved language identification problems, and developed optimal strategies for playing Pacman
* Implemented a WebGL fluid simulator based on Navier-Stokes equations that allowed users to control density and velocity of the fluid