

# Arnav Kumar

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## Skills

**Programming:** Python, C++, Go, JavaScript, GDScript, Haskell, Racket, Java, Bash,  $\text{\LaTeX}$

**Tools:** Pandas, Matplotlib, NumPy, Tensorflow, Scikit-learn, OpenCV, Linux, Unix, Godot, Protobuf, Gomega, Ginkgo

## Education

**Candidate for BSc. Computer Science (3<sup>rd</sup> year) @ University of Waterloo** 2022 - Present  
*Waterloo, ON.*

- 4.0 GPA, all advanced level courses, and term distinction.
- Received the Ronald G. Dunkley National Scholarship (\$18,000), the President's Entrance Scholarship (\$3,500), the NSERC undergraduate research scholarship (\$6,000), and the Cenovus Energy STEM Scholarship (\$18,500).

## Experience

**Software Engineer (Graphics and Geometry) @ Arcol.io** Sep 2025 - Dec 2025  
*San Francisco, USA*

- Spearheaded Alicloud infrastructure deployment using Terraform, and developed functionality for disk snapshots.
- Engineered utility functions for Alicloud's Object Storage Service and Parameter Store, optimizing cloud workflows and enhancing secure data management.
- Developed serverless functions to send scan metrics and results to the backend, helping identify details about customer errors and cutting customer costs by 50%.

**Software Engineer @ Trend Micro** Jan 2025 - Apr 2025  
*Kanata, ON.*

- Spearheaded Alicloud infrastructure deployment using Terraform, and developed functionality for disk snapshots.
- Engineered utility functions for Alicloud's Object Storage Service and Parameter Store, optimizing cloud workflows and enhancing secure data management.
- Developed serverless functions to send scan metrics and results to the backend, helping identify details about customer errors and cutting customer costs by 50%.

**Combinatorics Researcher @ University of Waterloo** May 2024 - Aug 2024  
*Waterloo, ON.*

- Authored a paper (The dimension of sparse random graph orders) in pre-print in arXiv (<https://arxiv.org/abs/2504.19029>).
- Worked on novel research exploring random graph orders and poset dimension utilizing configuration models, approximation techniques, convergence in probability, devising constructions, and computationally searching for counterexamples.
- Developed two theorems about the nature of poset dimension for bipartite posets based on the dimension of induced subposets and for random graph orders.

**Blockchain Software Engineer @ Dandelion Networks** May 2023 - Aug 2023  
*Online*

- Developed and implemented an enhanced lattice syncing and node discovery algorithm in Go, querying peers with Protocol Buffers to identify and address missing blocks in the local lattice with secure and concurrent updates.
- Created and deployed a locally hosted debugging website in Go to be run by each node of the blockchain network.
- Designed multiple mock servers, clients, and services with Ginkgo and Gomega to test the algorithms.
- Created Jenkins pipeline which automatically build, test, vet, and format pushed code to catch regressions.

**Machine Learning Research Intern @ University of Alberta** Jul 2021 - Aug 2021  
*Online*

- Trained and employed Natural Language Processing (NLP) models to help determine the cause of a change in depressive language in Tweets as part of a psychology study.
- Created an evaluation framework to analyze mouse position data and automated it in Bash to reduce time spent by 20×.

## Achievements

- 335<sup>th</sup> (top 10%), with score 26, **William Lowell Putnam Mathematical Competition** ..... 2022
- 10<sup>th</sup> in Canada, **Asian Pacific Mathematics Olympiad (APMO)** ..... 2022
- 18<sup>th</sup> in Canada, 2 time qualifier, **Canadian Mathematical Olympiad (CMO)** ..... 2021 - 2022

## Projects

**Software Rasterizer | Elm**

- Created rasterizing essentials such as drawing shaded triangles pixel by pixel
- Implemented a projection algorithm to view 3D objects from a camera.

**Renovating the Labyrinth (Game) | JavaScript**

- Solo submission made in 72 hours with vanilla JavaScript on an HTML canvas for the UW Game Dev Club's fall 2024 game jam; voted winner of the technical achievement award.
- Built a real time optimized ray caster with ordered Bayer matrix dithering.
- Programmed 2D rigid body collision behaviour and a randomized Prim's algorithm for map generation.

**InterPlanetary File Explorer (IPFE)** | *Go, Python, Scikit-learn, Estuary, Co:here, Three.js*

- Created vector embeddings for files with their headers using Co:here's NLP embeddings to facilitate classification of files.
- Performed principal component analysis of the vector embeddings to reduce the dimensionality from 4096 to 3 to be plotted and displayed interactively in 3D space using Three.js.

**Prognosing Idiopathic Pulmonary Fibrosis (IPF)** | *Python, Tensorflow2, Pandas, Scikit-learn*

- Implemented an auto-encoder, linear regression, dense neural network, and bayesian model in order to accurately predict future lung capacity and give a confidence value using initial lung capacity data, age, sex, smoking status, and more.
- Obtained a Laplace Log Likelihood score of  $-6.9$  (much better than the baseline score  $-8.1$ ) with  $\sigma \approx 200\text{mL}$ .