Ashwin Madavan

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Education

The University of Texas, Austin, TX (3.6)   **Class of 2018**

B.S. Computer Science, Turing Scholar Honors; B.S. Pure Mathematics
Undergraduate Computational Finance (UCF) Member

Honors Courses		Other Courses	
Data Structures	Computer Architecture	Discrete Math	Probability
Operating Systems	Computer Vision	Vector Calculus	Real Analysis
Linear Algebra	Algorithms and Complexity	Statistics	Computer Graphics

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Work Experience

Twitter Inc., San Francisco, CA. Software Engineering Intern   **May - Present**

- ≫ Worked on Manhattan; our multi-tenant, highly available, key-value store
- ≫ Designed and built a distributed, hierarchical rate limiter
- ≫ Refactored storage code to allow for flexibility and extensibility
- ≫ Implemented online compaction to reclaim unused disk space while keeping database servers online

Salesforce.com, San Francisco, CA. Software Engineering Intern   **May - August 2015**

- ≫ Worked in security; identity management and authentication
- ≫ Tested, debugged, and created upgrade plan for SCIM, an open cloud user provisioning standard
- ≫ Debugged authentication issues for large customers
- ≫ Developed end-to-end test framework for two-factor authentication, OAuth, and SAML in Selenium and JUnit
- ≫ Fixed security bugs for the Summer 2015 release

Leapset, Inc., Redwood City, CA. Summer Software Intern   **May - August 2013, 2014**

- ≫ Built kiosk software that is shipped with point of sale demonstration units in HTML, CSS, and JavaScript
- ≫ Developed receipt printing code shipped with the terminal software in Node.js
- ≫ Created corporate tools to simplify invoice generation and manage commisions using Spring and Hibernate
- ≫ Designed and built Java data-mining crawler to harvest restaurant profiles
- ≫ Developed prototype that delivers location-based ads using Estimote Beacons

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Projects

Personal Website: `http://madavan.com`; GitHub: `https://github.com/ashwin153`

VIX Futures Roll (2015)

- ≫ Developed an algorithm to trade volatility futures
- ≫ Article available at `http://ashwin153.github.io/2015/10/20/vix/`

Evolving a PacMan AI (2015)

- ≫ Developed a Java version of the classic arcade game from scratch
- ≫ Created neural network that was trained using binary genetic algorithm
- ≫ Network survived 22 seconds and earned 1740 points
- ≫ Article available at `http://ashwin153.github.io/2015/04/20/pacman/`

Technical Skills

Proficiency: Java, MySQL, C++
Exposure: Android, x86 Assembly, Spring, Hibernate, JavaScript, LaTeX, Verilog, MATLAB, R, Python