

ASHWIN MADAVAN

21956 Oakleaf Ct., Cupertino, CA 95014

ashwin.madavan@gmail.com

408.833.3464

EDUCATION

The University of Texas, Austin, TX

Class of 2018

B.S. Computer Science, Turing Scholar Honors; B.S. Pure Mathematics

Undergraduate Computational Finance (UCF) Member

Honors Courses

Data Structures
Operating Systems
Linear Algebra

Computer Architecture
Computer Vision
Algorithms and Complexity

Discrete Math
Quantum Computing
Statistics

Other Courses

Compilers
Topology
Computer Graphics

WORK EXPERIENCE

Affirm, San Francisco, CA. Software Engineering Intern

May - August 2017

- » Worked on platform infrastructure
- » Designed and built a parallelized ETL framework in Python
- » Dramatically increased performance for large batch processing jobs

Twitter Inc., San Francisco, CA. London, UK. Software Engineering Intern

May - December 2016

- » Worked on Manhattan; the multi-tenant, highly available, key-value store
- » Designed and built a distributed, hierarchical rate limiter in Java
- » Implemented distributed database compaction to reclaim unused disk space, while keeping servers online
- » Designed and built a topology management service for all Twitter distributed storage services in Scala

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

PROJECTS

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

Caustic: Reinventing Database Transactions

- » Distributed transactions on arbitrary key-values stores
- » Article available at <https://madavan.me/projects/caustic.html>

VIX Futures Roll (2016)

- » Developed an algorithm to trade volatility futures
- » Article available at <https://madavan.me/projects/vix.html>

PacMan: Evolving an AI (2015)

- » Wrote the classic arcade game in Java
- » Designed a neural network that was trained using binary genetic algorithm
- » Article available at <https://madavan.me/projects/pacman.html>

TECHNICAL SKILLS

Proficiency: Java, Scala, Python, Cxx, SQL

Exposure: Android, x86 Assembly, JavaScript, L^AT_EX, Verilog, MATLAB, R