Ayush Saraf

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Education

University of Washington, Seattle **August, 2018**

Computer Science, GPA: 3.63

Relevant Coursework: Machine Learning/Deep Learning, Computer Vision, Data Structures, Algorithms, Data Visualization, Databases, Systems Programming, Operating Systems, Discrete Mathematics, Probability, Matrix Algebra, Calculus, Differential Equations, Design Thinking, User Interface Design, CAD Modelling (Solidworks).

Skills

Experienced in Python, Java, JavaScript. **Familiar** with C/C++, SQL, MongoDB, Hive, Unity

Frameworks & Libraries: Tensorflow, Keras, NumPy, vega-lite, d3.js, Node/Express.js, Selenium

Experience

Software Engineering Intern (Deep Learning), Facebook **September, 2017 - Present**

- Working on Core Apps Monetization team to model and train deep neural networks for News Feed Ads Ranking.
- Improving various ranking models including Lead Ads, Video View Ads, Canvas & Collection Ads and performing online evaluation via A/B test experiments.

Software Engineering Intern, Google **June – September, 2017**

- Worked in Google Payment's Autofill team to implement an automated anti-regression testing tool based in Selenium.
- It tests for correctness of chrome autofill information, relative to previous chrome releases, on top-250 merchant sites.
- Also designed and implemented actionable web reports with summarized visualizations, test reports and screenshots.

Undergrad Research Assistant, RATLab **October – December, 2016**

- Designing and prototyping virtual reality experiences with Prof. Tom III Furness's at his VR Lab in Seattle.

Software Engineering Intern, Microsoft **June – September, 2016**

- Worked as a full stack developer at Microsoft Dynamics CRM Mobile team to optimize the metadata sync process.
- Designed, implemented & tested both privilege based & on demand sync optimization techniques along with the appropriate UX/UI changes which reduced the sync time by up to 50%, therefore improving the end user experience.

Undergrad Research Assistance, Vega-Lite (IDL) **January – June, 2016**

- Worked on an open-source data visualization grammar called vega-lite at the UW Seattle's Interactive Data Lab
- Implemented support for statistical graphics in vega-lite by extending visualization grammar to support ranged marks and composite marks in addition to primitive marks.

Software Engineering Intern, CleverTap **July – September, 2015**

- Developed a Shopify plugin that automatically integrate users' CleverTap account with their Shopify store via OAuth.
- With a single click, the store is connected to CleverTap and starts receiving all the essential e-commerce events.

Co-Founder & Developer, Aced **April – December, 2015**

- Launched a beta version of an on-demand peer-to-peer tutoring service on UW Seattle Campus.
- Developed the entire backend with OAuth login, payments using a RESTful API written in Node/Express with MongoDB.
- Acquired over ~100 users within a week, and did user testing to get feedback on improving the UX of the app.

Extra Co-curricular

Executive Organizer, Dubhacks **May 2016 – Present**

- Working with a team of 10 motivated individuals from diverse backgrounds to run the biggest Hackathon in the PNW.
- Leading a team of 4 developers/designers to build web-tools used to manage all the logistics for the Hackathon.

Lavin Entrepreneurship Program & StartupUW **April 2015 – June 2017**

- Executive officer at the two largest entrepreneurship organizations empowering entrepreneurship on-campus.
- Lead a team to host the Seattle regional for Princeton's national entrepreneurship competition TigerLaunch.

Side Projects

Sketch-A-XNORNet

A Convolutional Neural Network for sketch (doodle) classification with binary weights optimization. Results give 82% top-5 accuracy with 32x memory savings.

Hackathon Projects

Microsoft //oneweek '16: Holoball

A Hololens application for basketball training that uses holographic guide curves demonstrating the perfect shot and allows players to easily train themselves.