

PATRICIO “PATO” LANKENAU

(832) · 403 · 6656 ◇ plankenau@gmail.com ◇ plankenau.com ◇ github.com/pato

EDUCATION

University of Texas, Austin
B.S. in Computer Science 3.8 GPA
Turing Scholar Student

May 2017

SOFTWARE SKILLS

Proficient Java, C++, PHP, C, HTML5, JavaScript
Work in Python, Golang, MySQL, MongoDB
Enjoy Arch Linux, AwesomeWM, ViM, Latex

EXPERIENCE

Apple
Software Engineer Intern

May 2015 - August 2015
Cupertino, CA

- Working under iCloud on large distributed storage system
- Java backend work on data replication
- Developed fast, concurrent, and memory efficient data structure
- Formal verification (TLA+) of distributed algorithms and systems

Google
Software Engineer Intern

May 2014 - August 2014
Mountain View, CA

- Worked on Google Play Games backend team
- Rewrote Java backend implementation for handling of achievements,
- Developed implementations for adding more levels to Google Play Games profile
- Wrote a large scale mapreduce pipeline to refill any overdue level ups for 150+ million players

Networklift
Co-founder

January 2014 - December 2014
Austin, TX

- Co-founded Networklift, a startup that specializes in optimizing marketing through social network growth
- Wrote python software for social graph searching, match making, and interest analysis
- Backend data processing software, as well as python and web front-end dashboards

CLASSES

TA/Taught	Intro to Autonomous Intelligent Robotics, Computer Science Pod
Math	Discrete Honors, Vector Calculus Honors, Differential Equations Honors
CS Honors	Algorithms, Artificial Intelligence, Operating Systems, Computer Architecture
CS Honors	Data Structures, Autonomous Intelligent Robotics, Programming Languages, Advanced Architecture

PROJECTS

- Research: Reinforcement learning on pacman domain; transfer learning
- Research: quadcopter that catches ping balls using vision and modeling
- Research: online telepresence tours of our lab
- Built a quadcopter, with 4kg carrying capacity, waypoint nav, and self-stabilization
- LED strip screen projector written in Golang and arduino
- App to view and analyze 170,000+ reviews for Google Play Games app; concept and sentiment analysis
- LED Status indicator for my door written in C and deployed using an atmega avr
- Web service to cryptographically and securely timestamp information and files
- Mechanism to unlock dorm door using a phone app with a servo and RaspberryPi
- Android app to drop pictures in geolocation that can be opened publicly
- Other projects: Image manipulation, Conways Game of Life, Tetris AI, Markov chains, tone matrix, multi-player turn-based rpg