

Education

University of Pennsylvania

Expected May 2020

M.S.E. in Data Science

B.A.S. in Computer Science

Minors: Statistics & Mathematics

Relevant Coursework:

Advanced Deep Learning

Internet and Distributed Web Systems

Computer Vision

Compilers & Interpreters

Operating Systems

Randomized Algorithms

Senior Thesis: *Differentially Private*

Computation in Graphical and

Networked Domains

Skills

Programming Languages

Python, C, Haskell, OCaml, Java,

PHP/Hack, JavaScript, Bash

Frameworks

PyTorch, React/Relay/Redux,

GraphQL, \LaTeX

Interests

Speedcubing, music, mathematics

Awards/Achievements

4-time Guinness World Record Holder

for Square-1 Average (Rubik's Cube)

William Lowell Putnam Competition

Top 250 Finisher

YouTube Creator

9 years with over 4000 subscribers

Volunteer Experience

Philadelphia Classic

Co-head Organizer (2018 - 2019)

World Cube Association

Competition Organizer (2011 - present)

Professional Experience

Facebook, Software Engineering Intern, Menlo Park, CA

May 2019 - August 2019

- Develop and design system and UI to monitor ML feature and model lifecycles and their relationships with datasets, feature importances, and feature transformations, used by Ads Ranking and Instagram ML teams
- Created functionality for Facebook's feature compiler to reference user package files in feature transform pipeline generation
- Designed Hack and Python API for computing global feature importances across Facebook's ML ecosystem to allow ML practitioners to understand the impact of their models' features

University of Pennsylvania, Teaching Assistant, Philadelphia, PA

May 2018 - May 2020

- Teaching assistant for a variety of university classes, assisting with homework vetting, grading, teaching weekly recitations and holding office hours
- Courses TA'd: Deep Learning, Introduction to Algorithms, Machine Learning, and Mathematical Foundations in Computer Science

Facebook, Software Engineering Intern, Menlo Park, CA

May 2018 - August 2018

- Provided foundation for Dynamic Ads experiment to analyze the impact of template video ads
- Developed bot that collects team member standups for accessible project transparency

Penn Labs, PM, DevOps & Software Engineer, Philadelphia, PA

October 2016 - April 2018

- Managed deployment and fixed Django bugs for Penn Course Review
- Assisted in semesterly data deployment of Penn Course Review data
- Developed new features in Python for the API of the widely-used Penn Mobile app

Projects & Research Experience

TorchLint | <https://github.com/esqu1/torchlint>

November 2019 - December 2019

- A **static analyzer** for PyTorch written in Haskell to detect device and dimension mismatches
- Employed advanced functional programming techniques such as applicative functors and state monad transformers to develop parser and linter for PyTorch's intermediate representation

PennOS

October 2019 - December 2019

- Unix-like operating system** featuring a multithreaded priority scheduler, user-shell interactivity, job control, FAT-style file system, defragmentation utility, and hierarchical directory structure
- Winner of the best operating system in UPenn's undergraduate OS class (CIS 380 Fall 2019)

Cloze-style Machine Comprehension | brandonlin.com/cis700project.pdf

April 2019

- Machine learning research paper on improving deep architectures for reading comprehension
- Used **PyTorch** to develop novel attention-based architectures and LSTMs

The Steam Engine | brandonlin.com/steam.pdf

March 2018 - May 2018

- Applied **collaborative filtering** methods to make accurate Steam game recommendations
- One of top 3 group research projects in UPenn's machine learning class (CIS 520 Spring 2018)
- Employed novel matrix factorization, neighborhood, and boosting models to assist predictions