JANANI CHINNAM

jananichinnam@gmail.com
(248) 990 6329
jchinnam.github.io
jchinnam
jananichinnam
New York, NY 10005
Open to relocation

Languages

Proficient

C++, Java, Python, HTML5

Familiar

SQL, Bash, C, MATLAB, JavaScript, TypeScript, CSS3

Libraries +

Pandas, NumPy, TensorFlow, Reladomo, NodeJS, React, Redux, Legend, Bootstrap

Tools +

SAP ASE/IQ, Hadoop, Git, Github, Gradle, Jenkins, AutoSys, ProcMon, Unix, Linux, AWS, OpenAI Gym

Other Interests

Human-computer interaction, behavioral and decision science

Design, photography

Reading fiction, find me at goodreads.com/jchinnam

EDUCATION

University of Michigan College of Engineering — Ann Arbor, MI
B.S.E. Computer Science — May 2019
Honors: magna cum laude (GPA: 3.6), Engineering Dean's Honor List, University Honors
Coursework: Artificial Intelligence • Machine Learning • Operating Systems • Web Systems & Databases • Computer Security • Data Structures • Algorithms • Social Information Modeling

WORK EXPERIENCE

Goldman Sachs — New York, NY
Software Engineer — Jul 2019 - Present

- Develop and manage complex Java applications across 200+ firmwide businesses to calculate revenue and generate analysis reports used by senior leadership
- Lead onboarding of Marcus profit & loss data flow onto new technical stack, unifying data models and redesigning calculations to eliminate legacy cross-product complexity
- Launch profit & loss architecture for various initiatives including GM Credit Card, Marcus Personal Lending, MarcusPay with JetBlue, and Amazon Small Business Lending

Crowds and Machines Lab — Ann Arbor, MI
Reinforcement Learning Research Assistant — Sep 2017 - May 2019

- Applied crowd-sourced human feedback to Atari learning agents to study the limitations of reinforcement learning algorithms & the role of human biases in supplemented data
- Researched and simulated the integration of the crowd worker in augmented reality spaces to facilitate collaborative on-the-fly prototyping
- Designed interaction models, user studies and data analysis across multiple research initiatives

Goldman Sachs — Jersey City, NJ
Software Engineering Intern — May 2018 - Aug 2018

- Designed and built web application to organize and display relevant data to users for visualization and self-service management of various profit and loss strategies
- Leveraged Reladomo framework to implement API services for data management
- Developed web UI using React and Redux to implement data grids and criteria panels

Cleo — Chicago, IL
Software Engineering Intern — May 2017 - Oct 2017

- Designed and automated log aggregation and visualization pipeline for crisis troubleshooting and performance optimization in both development and live production system environments
- Implemented build-stage testing suite to strengthen code coverage by running on new commits
- Developed user activity interface to display live visuals of application activity with dynamic filtering & sorting

PROJECTS

SketchRL Python, OpenAI Gym

- Crowd-sourced system to integrate human feedback into OpenAI Atari learning agents to study the ability of human feedback in overcoming limitations of reinforcement learning algorithms
- Designed structure of crowd-facing hits and user interaction model
- Implemented analysis and plotting scripts for crowd sourced data feeds

Bump Python, Amazon Alexa

- Alexa skill lets users tweet currently playing song links via hooks into Twitter and Spotify APIs
- Implemented API interaction logic in Python, leveraging OAuth for user authentications

wizar.d Unity, Microsoft HoloLens

- Wizard-Of-Oz style prototyping of interactions in augmented reality
- Enable faster creation of functional prototypes and user experiences with real-time manipulation of a 3D scene via synchronization between the system and the crowd

PUBLICATIONS

J. Herskovitz, **J. Chinnam**, I. Wong, M. Liu, J. Mo, S.W. Lee, W.S. Lasecki. Crowdsourcing for Effortless Creation of Collaborative AR Spaces. In CHI Workshop on Novel Interaction Techniques for Collaboration in VR. Montreal, Canada. 2018.