JANANI CHINNAM

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New York, NY 10005
Open to Chicago/Remote

Languages

Proficient

Python, C++, HTML5, CSS3

Familiar

Java, SQL, GraphQL, C, C#, Bash, JavaScript, MATLAB

Libraries +

Pandas, NumPy, TensorFlow, Keras, Lombok, Reladomo, NodeJS, React, Bootstrap

Tools +

SAP ASE/IQ, Relational DBs, Hadoop, K8, Git, Gradle, Jenkins, CI/CD, Unix, Linux, Valgrind, AWS, Unity

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 50+ calculations to eliminate legacy cross-product complexity
- Launch and support high-volume retail profit & loss architectures; 6M+ positions across Apple Card, GM Card, Marcus Personal Lending, MarcusPay, 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 limitations of reinforcement learning algorithms and role of human biases in supplemented data
- Researched and simulated integration of crowd workers in augmented reality spaces to facilitate collaborative on-the-fly prototyping
- Designed interaction models, user studies and data analysis across 3+ research initiatives

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

- Built full-stack web application to organize and display data to users for visualization of 100+ calculations and self-service management of profit & loss strategies
- Leveraged Reladomo framework to implement API services for data management
- Developed web UI using React and Redux to generate 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 development and production system environments
- Constructed build-stage test suite to improve code coverage by running on new commits
- Developed user activity interface to display live visuals of application activity with dynamic filtering and sorting

PROJECTS

SketchRL Python, OpenAI Gym

- Integrated crowd-sourced feedback into OpenAI Atari agents to study the ability of human feedback in overcoming limitations of reinforcement learning algorithms
- Created structure of crowd-facing hits and user interaction model on 5+ OpenAI Gym games
- Implemented analysis and visualization scripts for crowd sourced data feeds

Bump Python, Amazon Alexa

- Unified Twitter & Spotify APIs into an Alexa skill for users to tweet currently playing song links
- Implemented API interaction logic in Python, leveraging OAuth for user authentications

wizar.d Unity, Microsoft HoloLens

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