

# JANANI CHINNAM

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## EDUCATION

### University of Michigan – College of Engineering

Ann Arbor, MI

B.S.E. Computer Science, May 2019

Honors: *magna cum laude* (GPA: 3.6/4.0), Engineering Dean's Honor List, University Honors

**Relevant Coursework:** Data Structures and Algorithms, Computer Architecture, Web Systems and Databases, Discrete Mathematics, Computer Security, Models of Social Information Processing, Artificial Intelligence, Machine Learning, Operating Systems

## EXPERIENCE

### Goldman Sachs

New York, NY

Technology Analyst, *Finance Engineering*

July 2019 – Present

### Crowds and Machines Lab

Ann Arbor, MI

Research Assistant, *RL & AR Clusters*

Sept 2017 – May 2019

- Developed systems, designed user studies, and published a workshop paper within several research teams
- Studied the influence of crowd-sourced human feedback in supplementing reinforcement learning agents as well as the role of human biases in this relationship
- Member of the wizar.d project, researching the integration of the crowd worker in augmented reality spaces to facilitate collaborative prototyping

### Goldman Sachs

Jersey City, NJ

Summer Technology Analyst, *Finance & Risk Engineering*

May – Aug 2018

- Designed and built web application to organize and display relevant data to users for visualization and self-service management of various strategies
- Leveraged the Reladomo framework to implement API endpoints and services for managing databases
- Developed web UI using react native and redux to implement data grids, criteria panels, and make API calls

### Cleo

Chicago, IL

Software Engineering Intern, *Integration Cloud Team*

May – 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 branch commits
- Developed user activity interface to display live visuals of application activity with various filtering, sorting, and dynamic features to enhance client experience in production, leveraging REST protocol and AWS APIs

## PROJECTS

### SketchRL *Python*

June – Oct 2018

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

### Node.js Security Check *Groovy*

July – Aug 2017

- Cron-like script to continuously check Node.js package dependencies for known security vulnerabilities with integrated Slack notification system determined by priority levels using npm nsp, Docker, and shell code

## 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.

## SKILLS

Proficient	C++, Python, Java, HTML
Familiar	C, MATLAB, JavaScript, TypeScript, Groovy, CSS
Other	Node.js, React, Redux, Bootstrap, Git, Jenkins, Amazon Web Services

## ADDITIONAL

Society of Women Engineers, Member  
Association for Computing Machinery, Member  
Swimmer, pianist, photographer