

JANANI CHINNAM

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Languages

Proficient

C++, Java, Python, HTML5

Familiar

C, MATLAB, SQL, JavaScript,
TypeScript, CSS3

Libraries +

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

Tools

Git, Github, GitLab, Gradle,
Jenkins, Legend, AWS, Alexa
Skills Kit, OpenAI Gym, Canva

Associations

SWE, ACM

Other Interests

Human-computer interactions and
decision science

Design, photography

Reading fiction, find me at
goodreads.com/jchinnam

WORK EXPERIENCE

Goldman Sachs

Technology Analyst

New York, NY

Jul 2019 - Present

- Launched profit and loss architecture for the Amazon small business lending partnership, including data refinement, balance calculations, and process monitoring
- Led onboarding of Marcus profit and loss architecture onto new technical stack, encompassing data lake modeling, refinement, and calculation redesign on Hadoop
- Implemented complex profit and loss calculations across firm product populations

Crowds and Machines Lab

Research Assistant

Ann Arbor, MI

Sep 2017 - May 2019

- Studied the influence of crowd-sourced human feedback in supplementing reinforcement learning agents as well as the role of human biases in this relationship
- Researched the integration of the crowd worker in augmented reality spaces to facilitate collaborative on-the-fly prototyping

University of Michigan College of Engineering

Grader

Ann Arbor, MI

Jan 2019 - Apr 2019

- Staff for course EECS 445, Introduction to Machine Learning with Dr. Sindhu Kutty
- Scored weekly assignments and course coding projects in Python with TensorFlow

Goldman Sachs

Summer Technology Analyst

Jersey City, NJ

Sep 2017 - May 2019

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

Cleo

Software Engineer Intern

Chicago, IL

Jan 2019 - Apr 2019

- 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 various filtering, sorting, and dynamic features to enhance client experience in production, leveraging REST protocol and AWS APIs

PROJECTS

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

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 the 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

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 on-the-fly 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.

EDUCATION

University of Michigan College of Engineering

B.S.E. Computer Science, May 2019

Ann Arbor, MI

2015 - 2019

Honors: magna cum laude (GPA: 3.6), Engineering Dean's Honor List, University Honors
Orgs: Phi Gamma Nu Business Fraternity, Indian American Student Association