

jerome.george.001@gmail.com  
https://github.com/jerome9189  
https://linkedin.com/in/jpaliakkara

## JEROME PALIAKKARA

(206) 446-4012  
Seattle, WA

### EDUCATION

---

**Seattle, WA** **University of Washington** **Aug 2017 – June 2021**

- **B.S. in Computer Science (Data Science Option)**
- **Cumulative GPA:** 3.9/4.0 (Annual Dean's List)
- **Relevant Coursework:** Data Structures & Parallelism, Software Design & Implementation, Systems Programming, Machine Learning, Algorithms (Ongoing)

### EMPLOYMENT

---

**Software Engineer, Intern** **Docugami Inc.** **Apr 2019 – Sept 2019**

- Optimized the internal developer productivity tool and added a command to automate a tedious developer procedure, speeding up the entire process by 15× and saving several hours of developer time
- Substantially reduced UI response time (from a few seconds to nearly imperceptible) by modifying response logic
- Collaborated with the design team and implemented several fundamental UX features and stateful UI components for the core web application
- Designed and implemented the UI and API for the search feature (end-to-end)
- Leveraged knowledge of React.js, Redux, TypeScript, HTML, and CSS while working on the frontend, and learnt .NET CORE while working on the developer productivity tool

**Data Scientist, Intern** **Uplevel Inc.** **Jan 2019 – Mar 2019**

- Applied machine learning techniques on clients' internal communication datasets to identify avenues for improving workplace productivity
- Worked with ~1 million text records from a SQL database
- Handled dataframe manipulation with vectorized operations in Python
- Trained a Bidirectional LSTM model for binary classification using heuristically labeled data to achieve ~85% accuracy (approximately 15% higher than the baseline accuracy)

### PROJECTS

---

- **UW Schedule Exporter (<https://tinyurl.com/uw-schedule-exporter>):** Chrome extension allowing students at the University of Washington to easily populate their calendar applications with their class schedules
  - Achieved over **100 users** within 2 weeks of launch
  - Developed an algorithm to handle ambiguous/unpredictable time data
  - Leveraged an open source library to generate .ics files
  - Utilized knowledge of React.js and Material-UI framework to build the user interface
- **Dragon Slayer (<https://tinyurl.com/dragon-slayer-alexa>):** Turn-based game for the Alexa Voice User Interface.
  - Added multiple move choices for the user, allowing different attack types
  - Leveraged knowledge of Node.js to create the game using AWS Lambda

### SKILLS

---

- **Proficient:** Java, Python, C#, JavaScript, HTML/CSS, Git
- **Familiar:** C, C++, SQL, MATLAB