

JOSH MOAVENZADEH

EXPERIENCE

Jane Street, Summer 2019

Software Engineering Intern

RPC Logger

- Instrumented RPC library with automated logging
- Incorporated permissioning, service discovery, and alert monitoring

Postgres Log Consolidator

- Built an application for consolidating streams of Postgres log files
- Designed a memory-efficient data structure for aggregating summary statistics given time-interval queries

Aggression Risk Checks

- Implemented a redesign of the aggression check
- Developed a framework for testing different configurations against historical order flow

Facebook, Summer 2018

Software Engineering Intern

Goodwill Infra – Personalized Video Team

- Developed improvements for a distributed job scheduler
- Built an automated load test framework
- Redesigned and incorporated an alarm remediation system
- Created a UI for managing internal tool configs

IHMC Robotics, Summer 2017

Software Engineering Intern

Simultaneous motion planning for robotic arms

- Created a bidirectional RRT algorithm for trajectory generation
- Integrated 3D collision detection and obstacle avoidance
- Improved upon path smoothing and optimization techniques
- Began developing a real-time continuous planner

Multi-robot box pushing with mobile robots

- Built a controller API for autonomous mobile robot navigation
- Implemented a geometric path-forming algorithm

Carnegie Mellon SCS, Jan 2017 - May 2019

Teaching Assistant

- 11-785: Introduction to Deep Learning (Master's/PhD), Spring 2019
- 15-351/15-650: Algorithms and Advanced Data Structures, Fall 2018
- 15-213: Introduction to Computer Systems, Spring 2018
- 15-112: Fundamentals of Computer Science, Fall 2017, Spring 2017

EDUCATION

Carnegie Mellon University, Aug 2016 - May 2020

Bachelor of Science (B.S.)

- Statistics and Machine Learning | Computer Science (Minor)
- GPA: 3.7 / 4.0
- Dean's List: Fall 2016, Fall 2017 - Present

CONTACT

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SKILLS

- | | |
|-------------|------------|
| ✓ Python | ✓ R |
| ✓ C | ✓ PHP/Hack |
| ✓ Java | ✓ HTML/CSS |
| ✓ OCaml/SML | ✓ PyTorch |

PROJECTS

AR Climbing

- Interactive head-to-head game projected on rock climbing walls using Microsoft Kinect
- Finalist from 400+ submissions
- Received Judge's Choice Award from APT
- Featured on FloClimbing

CtrlCore

- Smart home hub with interactive projection display using Leap Motion
- TartanHacks finalist
- Received Rockwell Automation's Impact Award

COURSEWORK

- *10-703: Deep Reinforcement Learning
- 10-601: Intro to Machine Learning
- 36-402: Advanced Methods for Data Analysis
- *15-853: Algorithms in the Real World
- 15-210: Parallel and Sequential Data Structures and Algorithms (* Currently enrolled)