Jonathan A. Goldman

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Sept. 2011-May 2015

- Bachelor of Science in Computer Science (with a minor in Discrete Mathematics), May 2015
- GPA: 3.94 (University Honors, SCS Honors, Phi Beta Kappa)

Relevant Coursework: Algorithm Design and Analysis, Tech Startup Lab, Machine Learning, Science of the Web, Undergraduate Complexity Theory, Parallel Computer Architecture and Programming, Foundations of Programming Languages

Plainview-Old Bethpage John F. Kennedy High School, Plainview, NY

Sept. 2007-June 2011

WORK EXPERIENCE

Facebook, New York, NY

August 2015-Present

Software Engineer

 Developer on Facebook's People Engineering team, which builds tools for finding, growing, and keeping employees (PHP, Javascript, React)

Facebook, Menlo Park, CA

Summer 2014

Software Engineering Intern

- Developer on team that uses crowdsourcing to improve accuracy and completeness of Facebook's entity graph (PHP, Python, Hive)
 - o Built data pipelines and infrastructure powering the "recommended places" flow for the Facebook Graph Editor
 - Designed mechanisms and performed data analysis for leveraging the crowd to gather large volumes of labeled data
 - Created internal tool that uses labeled data to predict how a change to the crowdsourcing system will affect precision and recall

Knewton, New York, NY

Summer 2013

Software Engineering Intern

- Developed software for algorithmically generating questions, used for creating practice materials and delivering personalized assessment content (Java, Scala)
 - O Capable of creating problems involving complex numbers, geometry, linear algebra, chemistry, and computer science
 - Wrote a domain-specific language that allows instructors to specify question and answer text, variable constraints and formulae, and multiple choice answers
- Wrote service interfaces (Thrift, REST), developed data models and queries (Titan), and researched server debugging tools (Takipi, Zipkin) for various projects with the full stack engineering team

S&P Capital IQ, New York, NY

Summer 2012

Software Engineering Intern

- Developed real-time financial notification system for Capital IQ's website enabling clients to subscribe to custom alerts (C#)
 - o Notifications sent in real-time using both database push (via Redis Pub/Sub) and server push (via WebSockets); capable of sending tens of thousands of notifications per second across Capital IQ's multi-server environment
 - o Designed frontend interface including Growl-style pop-ups and a Facebook-style notification panel (jQuery)
- Researched and benchmarked real-time and distributed caching technologies for the purpose of advising developers and business analysts on the design and administration of a web-based, real-time market data workstation

RESEARCH AND ACADEMIC WORKS

Computational Social Choice Research, Supervised by Dr. Ariel Procaccia, Carnegie Mellon University

Jan. 2013-May 2015

- Designed, analyzed, and implemented models and algorithms for fair division of indivisible goods, with a focus on efficient methods applicable to real world scenarios
 - Built Spliddit, a first-of-its-kind website which provides easy access to carefully designed fair division methods. Spliddit
 has received coverage in popular technology websites such as Gizmodo and Fast Company, and has been used by
 tens of thousands of people. (Ruby on Rails, AWS, CPLEX)
 - o Coauthor of "The Computational Rise and Fall of Fairness" (AAAI 2014)

Tech Startup Lab Project, Supervised by Dr. Luis Von Ahn, Carnegie Mellon University

Sept. 2012-May 2013

- Submitted proposal and accepted to a competitive class focused around building a technology-based start-up company
- Worked with a team of four students to create *PubblePin*, a web application that offers an engaging interface for users to create and participate in comparison-based ranking polls (Ruby on Rails)

HACKATHONS