Jacob Sharf, Software Engineer

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SUMMARY

Passionate about ML infrastructure, datasets, and architecture. Experienced in bringing proof-of-concept prototypes to production.

EXPERIENCE

Research Engineer - Cornell Language, Interaction, and Learning Lab https://github.com/lil-lab

2021-09-20 - Present

Online multiplayer game and ML platform. Created dataset of grounded language instructions. Serves models in production, simulated self-play, and dataset management.

- Dataset of 500+ games played on AWS mechanical turk
- Optimized Python for low latency game server (1-5ms server latency)
- o Client in Unity and C#. Distributed via WebGL
- Paper to be released on arXiv shortly (preview available upon request)

Software Engineer, Level 4 - Google

2015-07-21 - 2021-08-04

Developed systems software. C++ and Python. Realtime distributed systems. Hardware prototyping. Sensor fusion.

- o Platforms (2 yrs): GPU and Accelerator cloud deployment. Signed binary distribution and system software
- o Daydream (2.5 yrs): High-accuracy position-tracked VR controller firmware. Bluetooth low-latency sensors
- Devices & Services (0.5 yrs): Consumer device SW. Google Pixel Buds A-series factory bring-up
- Waymo (1 yr): Car HW simulation framework. HITL (Hardware-in-the-loop) testing and presubmit service
- Received C++ Readability Certificate

Internship, Flight Software - SpaceX

June, 2014 - Sep, 2014

Dragon spacecraft crew communication firmware. Realtime audio codecs and HW prototyping. C++ and Python

Internship, Static Analysis - Coverity

June, 2013 - Sep, 2013

Performance analysis tools for Coverity's static analysis software. Python

Student Research, CASIT - UCLA Center for Advanced Surgical and Interventional Technology

Prototyped smart lower limb prosthetic device.

April, 2012 - October, 2012

PROJECTS

Plasticity Neural Network Framework

C++ Machine Learning Framework from scratch with symbolic differentiation and GPU acceleration. Demonstration model achieves 88% on the CIFAR-10 dataset, trained overnight on home computer. https://github.com/jsharf/plasticity

Argos Smart Camera

A home apartment monitor that uses cheap, ubuiquitous wifi webcams to create a smart camera system. https://github.com/jsharf/Argos

VOLUNTEERING

Stanford Code in Place - Weekly Section Leader, Code in Place 2021 & 2022

https://codeinplace.stanford.edu/

Weekly section lead for 10 students. Taught introductory Python course.

EDUCATION

University of California

2011-08-01 - 2015-06-20

Bachelors - Computer Science