

KIRA GHANDHI

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EDUCATION **The University of Chicago**, Chicago, Illinois
BS Mathematics, BS Computer Science, 2016

EXPERIENCE **Braintree**, San Francisco, CA

Software Engineer

August 2016 - Present

- Integrated new payment methods including Apple Pay, Visa Checkout, and Masterpass into the core payments Ruby on Rails gateway.
- Led design and execution of the seventh payment method Braintree offers, Samsung Pay, from initial brainstorming to release in ten months. This included internal technical and product level discussions as well as external discussions with Samsung and interested merchants.
- Defined units of work from broad specifications accomplishing those goals utilizing pair programming, TDD, and other agile best practices.
- Built software to scale with of our large merchants such as Uber, Airbnb, and Jet.com including sharding in our Postgres database.
- Maintained and improved existing products dealing with major production issues associated with those products as they occur.
- Handled design, testing, and infrastructural changes related to my work.
- Contributed to frequent technical discussions about modeling and design that saved us months on products similar to Visa Checkout and Masterpass.

Sprout Social, Chicago, IL

Platform Engineer (intern then part time)

June 2015 - June 2016

- Utilized MySQL, Cassandra, and Hadoop to cache, aggregate, and analyze social networking data exposed via a python REST API.
- Spearheaded the research, design, implementation, and testing of a new, concurrent interface to Twitter historical data that allows users to track the popularity of keywords over time.
- Built support for a new metric involving polling data from Instagram, storing it in HBase, and aggregating it with MapReduce to store it in Cassandra where it is accessible to the API.
- Revamped a legacy Java system that worked with YARN to schedule Hadoop jobs to do a better job of reporting and notifying about jobs.

Mission Street Manufacturing, Santa Barbara, CA

Software Engineering Intern

June 2014 - August 2014

- Developed agile front- and back-end in a cross-functional team for critical user-facing feature that shipped with all 3D printers allowing users to replace printing filament
- Full stack engineer across iOS (Swift), web services (Python/Flask), and embedded hardware (Python running on a Raspberry Pi)
- Wrote unit, functional, and integration tests to cover both new and legacy code

WRIGING **REU in Mathematics**, University of Chicago, Chicago, IL

Summer 2013

- Wrote a paper entitled "Khovanov Homology as an Invariant" with guidance from graduate students in mathematics and the professors of the courses (paper online at <https://bit.ly/2HRBgYc>)

Pay it Forward Blog post on Braintree Medium blog. <https://bit.ly/2TuTNfk>

PROJECTS

- ElmMan, an implementation of Pacman in the functional programming language Elm (compiled to JavaScript, HTML and CSS): <https://bit.ly/2UP0Qkp>.
- Hetris, an implementation of Tetris in Haskell, with the functional reactive programming library Helm: <https://bit.ly/2FoNbT0>