






JANANI CHINNAM

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 jchinnam

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 Chicago, IL 60610

Languages

Proficient

Python, Java, SQL

Familiar

C++, C, C#, Bash, JavaScript,
CSS, HTML, XML

Libraries +

Django, NumPy, Pandas,
TensorFlow, Keras,
Dropwizard, Guice,
Mustache, Bootstrap

Tools +

Relational DBs, MySQL, K8s,
Git, Gradle, Maven, Docker,
Jenkins, CI/CD, Unix, Linux,
Valgrind, AWS, Unity

Other Interests

Human-computer
interaction, behavioral and
decision science

Design, graphics

Reading fiction, find me at
goodreads.com/jchinnam

WORK EXPERIENCE

Sprout Social

Senior Software Engineer

Chicago, IL

Jul 2021 - Present

- Develop and maintain backend systems for social message composition and scheduling
- Design and integrate new capabilities from 8+ social network APIs incl. Meta, Google, TikTok & more into high-throughput edge and publishing services

Goldman Sachs

Software Engineer

New York, NY

Jul 2019 - Jun 2021

- Developed and managed complex Java applications across 200+ firmwide businesses to calculate revenue and generate analysis reports used by senior leadership
- Led onboarding of Marcus profit & loss data flow onto new technical stack, unifying data models and redesigning 50+ calculations to eliminate legacy cross-product complexity
- Launched and supported high-volume retail profit & loss architectures; 6M+ positions across Apple Card, GM Card, Marcus Personal Lending, MarcusPay, and Amazon Lending

Crowds and Machines Lab

Reinforcement Learning Research Assistant

Ann Arbor, MI

Sep 2017 - May 2019

- Applied crowd-sourced human feedback to Atari learning agents to study limitations of reinforcement learning algorithms and role of human biases in supplemented data
- Researched and simulated integration of crowd workers in augmented reality spaces to facilitate collaborative on-the-fly prototyping
- Designed interaction models, user studies and data analysis across 3 research initiatives

Goldman Sachs

Software Engineer Intern

Jersey City, NJ

May 2018 - Aug 2018

- Built full-stack web application to organize and display data to users for visualization of 100+ calculations and self-service management of profit & loss strategies
- Leveraged Reladomo framework to implement API services for data management
- Developed web UI using React and Redux to generate data grids and criteria panels

Cleo

Software Engineer Intern

Chicago, IL

May 2017 - Oct 2017

- Developed user activity interface for live visuals with dynamic filtering and sorting
- Constructed build-stage test suite to improve code coverage by running on new commits
- Designed and automated log aggregation and visualization pipeline for crisis troubleshooting and performance optimization in development and production environments

PROJECTS

SketchRL Python, OpenAI Gym

- Integrated crowd-sourced feedback into OpenAI Atari agents to study the ability of human feedback in overcoming limitations of reinforcement learning algorithms
- Created structure of crowd-facing hits and user interaction model on 5+ OpenAI Gym games
- Implemented analysis and visualization scripts for crowd sourced data feeds

wizar.d Unity, Microsoft HoloLens

- Introduced Wizard-Of-Oz style functional prototyping of interactions in augmented reality
- Enabled faster creation of user experiences with real-time manipulation of a 3D scene via synchronization between the system and crowd

PUBLICATIONS

J. Herskovitz, J. Chinnam, I. Wong, M. Liu, J. Mo, S.W. Lee, W.S. Lasecki. Crowdsourcing for Effortless Creation of Collaborative AR Spaces. In CHI Workshop on Novel Interaction Techniques for Collaboration in VR. Montreal, Canada. 2018.

EDUCATION

University of Michigan College of Engineering

B.S.E. Computer Science, magna cum laude

Honors: Engineering Dean's Honor List, University Honors, Phi Gamma Nu Business Fraternity

Ann Arbor, MI

May 2019