Ellek Linton

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Education

University of California, Berkeley   *May 2020*

B.A. in Data Science

Coursework: *Programming, Software Engineering, Machine Learning, Neural Networks, Data Structures, Computer Programs, Probability, Business Analytics, Linear Algebra, Differential Equations, Multivariable Calculus, Data Ethics*

Work Experience

PayPal   **May 2022 – Present**

Software Engineer, Apple Pay (NodeJS, Typescript, Java)   *San Francisco, CA*

- Built full-stack scalable PayPal Apple Pay integration for web, consumed by over 5,000 merchants
- Created internal test tool website to simulate Apple Pay integrations, streamlined testing for 100+ internal users
- Collaborated across multiple teams and domains, contributed to high-volume checkout and orders APIs
- Developed backend REST APIs to facilitate Apple Pay transactions at scale (100,000+ transactions/month)

PayPal   **July 2020 – May 2022**

Software Engineer, Merchant Onboarding (Java, Node.js, GraphQL, SQL)   *San Francisco, CA*

- Architected, built, & deployed brand-new GraphQL API, facilitating onboarding of over 10,000 new merchants
- Tech-lead to expand our product into more countries, enabling $35M+ of new revenue opportunities
- Built and maintained high-volume REST APIs to onboard new merchants, serving over 500 requests per minute
- Led team scrum processes as scrum master, planned/prioritized tasks to ensure on-time deliverables

Edify.ai   **July 2021 – Present**

Contract Lead Engineer (Typescript, Node.js, Azure, AWS)   *San Francisco, CA*

- Designed API architecture and built/deployed entirely new REST API platform from the ground up
- Created schema validation framework from scratch to enforce schema and ensure consistent user experience
- Built several API services and endpoints, each integrating with auth, schema validation, and testing frameworks
- Built continuous integration pipeline to ensure stable builds and support automated continuous deployment

Personal Projects

Pied Poker (*Colab Notebook* & *Python Package*)   **May 2019 – Present**

Python, Numpy, Pandas, Matplotlib   *Berkeley, CA*

- Built powerful poker probability engine from scratch to calculate any probability with Monte-Carlo simulations
- Published package to PyPI to make it accessible for users and developers (~300 downloads/month)
- Overcame computational limits in real-time poker calculations, which are usually too vast to compute in real-time
- Optimized hand-calculation and simulation performance to produce blazin' fast statistics in a matter of seconds

Baus Playlist Maker (*on iOS App Store*)   **May 2019 – Present**

Google Cloud, iOS (Swift), Python, Pandas, Numpy, Java   *Berkeley, CA*

- Engineered machine learning model from scratch to take in one *seed* song and generate playlist of similar songs
- Overcame *curse of dimensionality* (13 dimensions) and improved runtime from $\Theta(n)$ to $\Theta(log(n))$
- Directly integrated with Spotify API for seamless user experience and immediate playlist listening availability
- Structured & optimized original database of over *800,000* songs with quantified song features and attributes

Skills

Programming Languages: *Java, Node.js, TypeScript, Python, SQL, Swift*

Libraries: *Tensorflow, Keras, Jupyter, Pandas, Numpy, Seaborn/Matplotlib, Regex, Scikit-Learn*

Skills: *Machine Learning, Neural Networks, Recommendation Algorithms, Optimization, Data Modelling, Data Engineering, Software Engineering, Program Optimization, Unit Testing, Agile, REST, APIs, GraphQL*