

Paul Kiernan

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EDUCATION

CORNELL UNIVERSITY

BS IN ELECTRICAL AND COMPUTER ENGINEERING

May 2012 | Ithaca, NY

College of Engineering

Conc. in Electrical Engineering

Conc. in Computer Science

LINKS

Github:// paulkiernan

LinkedIn:// paulkiernan

Twitter:// @gaelic

COURSEWORK

Robot Learning

Operating Systems

Open Source Software Engineering

Unix Tools and Scripting

C++ Programming

Computer Architecture

Digital Systems Design Using

Microcontrollers

Microelectronics

Embedded Systems

Computerized Instrumentation Design

Digital Logic Design

Discrete Structures

Signals & Systems

Probability and Inference

Lasers and Optoelectronics

Controlled Fusion

SKILLS

PROGRAMMING

Over 5000 lines:

Java • Shell • JavaScript • Matlab

OCaml • Python • Rails • \LaTeX

Over 1000 lines:

C • C++ • CSS • PHP • Assembly

Familiar:

AS3 • iOS • Android • MySQL

INTERESTS

Cooking • Particle Physics • Fusion Engineering • Music • Spaceflight •

EXPERIENCE

MOAT | SOFTWARE DEVELOPER

May 2012 – Present | New York City, NY

- Worked on the YouTube Captions team in primarily vanilla Javascript and Python to plan, design and develop the full stack implementation of a new framework to add and edit Automatic Speech Recognition captions.
- Created a backbone.js-like framework for the Captions editor.
- All code was reviewed, perfected, and pushed to production.

PHABRICATOR | OPEN SOURCE CONTRIBUTOR & TEAM LEADER

Jan 2013 – May 2013 | Palo Alto, CA & Ithaca, NY

- Phabricator is used daily by Facebook, Dropbox, Quora, Asana and more.
- I created the Meme generator, the entire Lipsum application, ported Tokens to different apps, fixed many bugs and more in PHP and Shell.
- Led a team from MIT, Cornell, IC London and UHelsinki for the project.

RESEARCH

CORNELL ROBOT LEARNING LAB | HEAD UNDERGRAD RESEARCH

Jan 2014 – Present | Ithaca, NY

Worked with Ashesh Jain and Prof Ashutosh Saxena to create PlanIt, a tool which learns from large scale user preference feedback to plan robot trajectories in human environments. Publication submitted.

CORNELL PHONETICS LAB | HEAD UNDERGRADUATE RESEARCHER

Mar 2012 – May 2013 | Ithaca, NY

Lead the development of QuickTongue, the first ever breakthrough tongue-controlled game with Prof Sam Tilsen to aid in Linguistics research. Publication submitted.

AWARDS

2014	top 52/2500	KPCB Engineering Fellow
2014	2nd most points	Google Code Jam, Qualification Round
2014	1st/50	Microsoft Coding Competition, Cornell
2013	National	Jump Trading Challenge Finalist
2013	7th/120	CS 3410 Cache Race Bot Tournament
2012	2nd/150	CS 3110 Biannual Intra-Class Bot Tournament
2011	National	Indian National Mathematics Olympiad (INMO) Finalist
2010	National	Comp. Soc. of India's National Programming Contest

SOCIETIES

2014	top 12%ile	Tau Beta Pi Engineering Honor Society
2014	National	The Global Leadership and Education Forum (tGELF)
2012	National	Golden Key International Honor Society
2012	National	National Society of Collegiate Scholars