

Paul Kiernan

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EDUCATION

CORNELL UNIVERSITY

May 2012

BS IN ELECTRICAL AND COMPUTER ENGINEERING

- Double Concentration in Electrical Engineering and Computer Science
- Honors: John McMullen Dean Scholar, Goldfarb Tradition Fellow

EXPERIENCE

CHARTBEAT INC.

August 2014 – Present

SOFTWARE DEVELOPER

- Ad Refresh Technical Team Lead
- Rosetta Stone (DFP translation)
- Redshift workers and stuff
- Teaching non-technical members of the company programming through the "Learn Python the Hard Way" online curriculum

MOAT INC.

May 2012 – August 2014

SOFTWARE DEVELOPER

- One of three engineers responsible for the development of the full-stack behind Moat Pro, an enterprise ad-intelligence platform that allows clients to research trends in the online advertising industry
- Engineered a network of web crawlers capable of programmatically detecting, capturing, and indexing online advertisements across different geographical regions
- Designed ETL pipeline for aggregating warehoused index results
- Developed API for aggregate results and Pyramid web application for serving reports to clients
- Developed global navigation autocomplete service for web application
- Created Pyramid middleware for logging user engagement with webapp and real-time analytics application for building reports on usage patterns and behaviour
- Encouraged testing and installed a Jenkins continuous integration server for detecting regressions
- Implemented homebrew heterogeneous server role and configuration deployment system in Amazon's EC2

CORNELL LABORATORY FOR ELEMENTARY-PARTICLE PHYSICS

Jan 2009– May 2012

LEAD LINUX INFRASTRUCTURE CONSULTANT

- Designed, installed, and serviced solutions for a network of high-performance computational nodes used in the study of beams and accelerators, photon science, and particle physics
- Managed a network of Linux nodes responsible for serving the department's administrative tasks

RESEARCH

CORNELL ROBOT LEARNING LAB

Jan 2011 – Mar 2011

UNDERGRADUATE RESEARCHER

- Worked with Prof. Ashutosh Saxena to create a supervised learning algorithm for finding good object placements using point-clouds of an object and its surrounding area
- Built SVM models from training examples that attained performances in excess of 80% for both precision and recall on both flat and non-flat surface placement by a robotic arm equipped with a Microsoft Kinect

CORNELL SPACE SYSTEMS DESIGN STUDIO

May 2010 – Dec 2010

POWER SUBTEAM MEMBER

- Designed and fabricated the ATxmega128 based power distribution system for Cornell's operationally responsive, high agility space imaging system codenamed 'Violet'

PROGRAMMING SKILLS

Over 60,000 lines: Python

Over 5000 lines: Java • Shell • Matlab • \LaTeX

Over 1000 lines: MySQL • C • C++ • Assembly

Familiar: JavaScript • CSS • PHP

INTERESTS

Cooking • Boxing • Particle Physics

Fusion Engineering • Miyazaki Films

Aerospace Engineering • Music

LINKS

Github:// [paulkiernan](#)

LinkedIn:// [paulkiernan](#)

Twitter:// [@gaelic](#)