

# Paul Gossman

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## Education

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**University of Michigan**  
*BS Computer Science*

**Ann Arbor, MI**  
*Expected: December 2020*

## Experience

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**Jane Street Capital**  
*Quantitative Trader Intern*

**New York, NY**  
*May 2020 – August 2020*

**Jane Street Capital**

*Software Engineer Intern*

**New York, NY**  
*September 2019 – December 2019*

- Collaborated with traders and developers to create software tooling for options desk.
- Created new tool for in-house version control system for improving developer workflow.

**Facebook**

*Software Engineer Intern*

**New York, NY**  
*May 2019 – August 2019*

- Wrote and deployed a high-performance C++ library for tracking per-user requests on the critical path of a public service, preventing malicious scraping of sensitive data.
- Created library for per-user queuing of database requests to prevent abusive users from crashing hosts.
- Optimized C++ service which receives hundreds of millions of requests per day, reducing computation by 1% per request.

**University of Michigan**

*Teaching Assistant - EECS 281 (Data Structures & Algorithms)*

**Ann Arbor, MI**  
*September 2018 – April 2019*

- Independently led weekly discussion sections of over 40 students.
- Mentored and assisted students in weekly office hours.
- Wrote exam material to accurately gauge student understanding.

**Facebook**

*Production Engineer Intern*

**Menlo Park, CA**  
*May 2018 – August 2018*

- Created service for highly-scalable disaster recovery of networks using Python and Apache Thrift.
  - Utilized asynchronous programming to significantly increase scalability and speed of recovery.
- Implemented testing service which continuously fails network devices, calls the above disaster recovery service and verifies the devices were recovered successfully.
- Wrote unit and integration tests which fully covered all code.

**CROMA Lab**

*Research Assistant*

**Ann Arbor, MI**  
*September 2017 – April 2018*

- Worked with team to research how to utilize crowdsourcing to augment a robot's AI, enabling it to interact with unfamiliar objects for which it has no training data.
- Created web application for crowdworkers to annotate 3D objects using Meteor JavaScript framework.

**Eastern Michigan University**

*Software Developer and Support Specialist*

**Ypsilanti, MI**  
*Sept 2016 – Aug 2017*

- Led the design and development of an app for managing insurance claims, eliminating a slow paper process and increasing productivity. Used Laravel MVC framework, MySQL, TDD, and object-oriented design principles.

## Technical Skills

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- C++, Python, OCaml, Linux, testing & TDD, async programming, Git & Mercurial