

Govind Pimpale

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EDUCATION

University of California, Los Angeles

Exp. 2024 | GPA: 3.879 (as of September 2022)

- **Major:** B.S. Computer Science and Engineering
- **Relevant Coursework:** Data Structures, Assembly, Programming Languages, Operating Systems, Signal Processing, Linear Algebra, Discrete Math, Data Management Systems, Computer Network Fundamentals, Compiler Construction

SKILLS

- **Languages:** SQL, Java, C, C++, Python, Typescript, Rust, Bash
- **Technologies:** PostgreSQL, Spring Boot, ReactJS, Nginx, Vulkan, AWS, Amazon EC2, Amazon S3, Amazon Route 53, Express.js, WebGL, Firebase, Flask, OpenAI API
- **Tools:** Github, Vim, Visual Studio Code, Webpack
- **Operating Systems:** Ubuntu, CentOS, Arch Linux, Windows

WORK EXPERIENCE / PROJECTS

Alignment Research Center, Intern (alignment.org)

July 2022 - September 2022

- Implemented part of the front end UI to interact with large language models in order to determine if the models display harmful behavior.
- Designed and implemented a synchronization system to propagate updates between clients using WebSockets.

Atlas Fellowship, Software Contractor (atlasfellowship.org)

May 2022 - July 2022

- Implemented a Discord bot to allow participants to make bets using Manifold Markets (manifold.markets).
- Created an online tournament platform for people to compete Python bots that play iterated prisoner's dilemma. Used Postgres, Rust, and React.

Innexgo (innexgo.com)

August 2018 - April 2022

- Cofounded, designed and implemented a web app to monitor student attendance and provide teachers with analytics, leading a team of eight developers.
- Used by ~2000 students and received funding from our school district.
- Tech stack: React / Typescript / Java / MySQL.

NASA Genelab, Intern

June 2019 - August 2019

- Created a research proposal with three other students investigating the expression of the genes related to the plant stress response in microgravity and presented to a panel.
- Studied gene expression, DNA sequencing technologies and experimental design.

EXTRACURRICULARS

StarAI Lab, Research Volunteer (starai.cs.ucla.edu)

March 2022 - Present

- Ported Penseive, a reinforcement learning algorithm for efficient video buffering to Tensorflow 2.
- Used counterexample guided training to train Pensieve with monotonicity constraints, increasing the robustness of Pensieve in OOD environments.

DevX (Software project incubator club), Project Manager

May 2020 - Present

- Designed and implemented a web and desktop app to help college and high school students manage time for assignments and homework, leading a team of five designers and developers.
- Tech Stack: React / Typescript / Rust / PostgreSQL.

Bruinspace (CubeSat club), Project Lead

December 2021 - Present

- Developed control software (C++) for a CubeSat handling attitude control, telemetry and data collection.

AWARDS

- Intel International Science and Engineering Fair, 3rd Place, 2019