# **Govind Pimpale**

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### **EDUCATION**

## University of California, Los Angeles

- 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, Python, Bash
- **Technologies:** MySQL, PostgreSQL, Spring Boot, ReactJS, Nginx, Vulkan, AWS, Amazon EC2, Amazon S3, Amazon Route 53, Express.js, WebGL, Firebase
- Tools: Github, Vim, Visual Studio Code, Webpack
- Operating Systems: Ubuntu, CentOS, Arch Linux, Windows

## **WORK EXPERIENCE / PROJECTS**

## Redwood Research, Software Contractor (redwoodresearch.org)

June 2022 - Present

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

• Worked on the frontend of neural network interpretability tools for Transformers.

## Atlas Fellowship, Software Contractor (atlasfellowship.org)

May 2022 - Present

- Created a Discord bot to allow participants to make bets using Manifold Markets (manifold markets).
- Created a Python script to pay people from an Airtable form using Paypal.
- Created a 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 - Present

- 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** 

- Manage a team of 15 students, train new members, and manage the project timeline
- Developed control software (C++) for a CubeSat handling attitude control, telemetry and data collection.
- Wrote embedded code controlling a custom ion thruster.

#### **AWARDS**

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