

ashi krishnan:

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writer of **words** and **code**, teacher and speaker on **AI** and other oddities. I like explaining complex things in simple, beautiful ways which sometimes twist your brain and make your heart ache.

Writing & Talks

- **"mayonnnnnaise"** (<http://ashi.io/labs/mayonnnnnaise.html>)
Why are LLMs architecturally bad at math?
- **Learning from Machines** (<https://vimeo.com/364387772>)
Write/Speak/Code 2018, Strange Loop 2018, PyData 2018 Keynote, Fronteers 2019, JSConf Asia 2019, Craft 2019, SINFO 2020
- **Dissecting the Robot Brain** (<https://www.youtube.com/watch?v=ZAceWNWQVRU>)
MERGE 2019 Johannesburg, MERGE 2019 Cape Town
- **Painting with Pixels** (<https://www.youtube.com/watch?v=1N7ywicGK4U>)
React Amsterdam 2019
- **Living Things** (<https://www.youtube.com/watch?v=5LlpbWuB9Hc>)
Empex 2019, CodeMotion Milan 2019, CodeMotion Berlin 2019
- **Deep Learning in JS** (<https://www.youtube.com/watch?v=SV-cgdobtTA>)
JSConf EU 2018, CSS Minsk JS 2018, JSDC 2019

Skills

extensive production experience:

TypeScript, Javascript, Swift, Objective-C, Rust, Node, React, GraphQL, Web Platform (HTML, CSS, WebGL, WebGPU), OpenGL, Python (numpy, pandas), C, Rails, Visual Studio Code Platform, Docker, kubernetes, GCP / AWS

some production / OSS experience:

TensorFlow, PyTorch, Transformers, C++, Go

Jobs

Previous work includes squishing graphs together, a mobile app that lets kids make mobile apps, machine learning for coding, projection art for the government, and spelunking the abyss of Google infrastructure.

Director of Technology

Rad El Dub Community Land
Trust

2022 →

- Developing solutions for funder outreach and tracking
- 100x'd fundraising with AI-assisted grant research and lead tracking

Sr. Software Engineer

Apollo GraphQL

2019 → 2022

- GraphQL module system design, compiler development in Typescript and Rust (♥ Rust)
- project constellation lead, a cross-team initiative to build on apollo's flagship product, resulting in Federation 2.0
- keynote for GraphQL Summit 2020
- worked with legal and product to author patents
- [specification librarian](#)

Sr. Software Engineer

GitHub

2018 → 2019

- vscode and atom editor extensions
- developed a local/remote hybrid GraphQL service for editor tooling (using schema stitching)
- machine learning integrations for adaptive in-editor code assistance

Lead Instructor

Grace Hopper Academy

2016 → 2018

- designed new React curriculum
- daily lectures on CS topics, backend and frontend JS, Express
- guiding student senior project work, acting as PM / tech lead

Principal Engineer

Hopscotch

2015 → 2016

- collaborated with CTO to port the iPad Objective-C code editor to a (mostly) Swift iPhone app
- wrote a ton of Swift and Objective-C (♥ Swift)
- maintaining and extending RESTful backend APIs (Rails)
- productionized a JS+WebGL port of the Hopscotch runtime

Lead Instructor

Dev Bootcamp

2014 → 2015

- daily lectures on cs topics and curriculum material—JS, React, Express, Node, HTML/CSS, etc
- curriculum design & tooling

Site Reliability Engineer

Google

2010 → 2014

- ran abuse & mail pipelines
- automated elastic capacity planning for stateless services

- carried a pager

Research Scientist

NOAA

2007 → 2010

- built tools for weather forecasters interpret megamodels
- rebuilt graphics pipeline for [science on a sphere](#), installed & deployed several of them

Education

B.S. Computer Science, University of Colorado (2014)

B.A. English (Creative Writing), University of Colorado (2014)