Anita Ruangrotsakun

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Experience

Momento — **Software Engineer**, Developer Ecosystem *July 2023 -- present*

- Developed and maintained a variety of gRPC client libraries, including JavaScript, Go, Rust, Swift, and Dart, for Momento's serverless caching and pubsub services.
- Developed in-depth examples for customers to provide a smoother integration experience, including moderated chat apps and a token vending machine using AWS Lambda and CDK.
- Increased SDK robustness by addressing customer bug reports and implementing feedback, including better tuning gRPC channel options, implementing client retry strategies, and developing automated network test suites against a mocked, locally-run Momento server.
- Automated CI/CD pipelines using GitHub Actions to standardize release processes across ~12 language ecosystems and enforce development best practices on incoming pull requests.

Stripe — **Software Engineering Intern**, JavaScript Infrastructure *June – September 2022*

- Refactored and created an onboarding guide to allow frontend teams across the company to more easily incorporate an internal TypeScript library for collecting frontend analytics data into React applications; integrating this library now takes hours, not days.
- Upgraded the Stripe Dashboard, a customer-facing web application, to use the new version of the library; ~200 million analytics events now traverse the upgraded library code paths everyday.

DIV Lab — **Undergraduate Research Assistant** *July 2020 – March 2022*

- Published explainable AI and data visualization research papers by contributing to writing, user studies, and developing and deploying proof of concept applications. [google scholar]
- Lead a senior capstone team in the development of a novel interface for visually exploring videos using an interactive machine learning workflow and presented a demo at IUI '23. [doi] [pdf] [poster]

Leviton — **Software Engineering Intern** *June – December 2021*

- Implemented an automated certificate manager using the Lemur framework on AWS EC2.
- Developed proof of concept applications using Tkinter and Flask to demonstrate how the certificate manager can be integrated with other lighting system components.
- Implemented a feature to transmit firmware updates to controllers over a secure wireless protocol.

Google — **Engineering Practicum Intern**, Network Planner *June – September 2019*

- Developed full-stack features to upload, mutate, delete, and visualize location tagged data using TypeScript, protocol buffers, C++ for the Spectrum Access System web application.
- Assessed different data visualization techniques (points, heat map, others) and presented my work to peers and mentors at the end of the summer.

Education

Oregon State University *September 2017 -- September 2023*

- M.S. in Computer Science (2023), B.S. in Computer Science, minor in Statistics (2022)
- M.S. Final project: LabelFlicks, an open-source desktop application to convert videos into frames pre-labeled with bounding boxes from a pretrained object detection model, then fed into a human-in-the-loop workflow for correcting bounding box labels. [pdf]

Skills

Programming languages: TypeScript/JavaScript, Rust, Go, Python, Swift, Dart, C, C++
Other tools: gRPC, Node.js, AWS, Docker, React, Svelte, FastAPI, Flask, SQL, Figma, GCP, pandas, PyTorch