Sachin Iyer

sachin@sachiniyer.com

Education

https://sachiniyer.com https://github.com/sachiniyer

New York University

Bachelors of Science in Computer Science

Sep 2020 - May 2023

Brooklyn, NY

Experience

Amazon

Software Development Engineer

December 2023 —Present

Seattle, WA

Amazon

Software Development Engineering Intern

May 2022 — August 2022

Seattle, WA

Data Aggregation Service: Created a full stack service to visualize last mile delivery data. Created a Typescript React frontend with Polaris styling that calls an AWS backend implemented with Java Lambda Functions, API Gateway, S3, and Internal Amazon Services. Used S3 Select and Spark to filter through about 1TB per query.

Deployment/Observability Pipeline: The service is built with the AWS Typescript CDK. It is validated with unit and integration testing before being deployed through CodeDeploy and monitored with CloudWatch alarms and SNS.

Hewlett Packard Enterprise (Aruba Networks)

Cloud Intern

June 2019 —August 2019

Santa Clara, CA

Estimating Bandwidth: Estimated bandwidth using Auto ARIMA/Prophet and other time series algorithms.

NYU High Speed Research Network (HSRN)

Academic Researcher

February 2021 —May 2023

Brooklyn, NY

Parallel File System: Deployed an NSF funded 6PB storage PFS (SeaweedFS) for usage internally and externally to the HSRN. Automated Deployment with Ansible Playbooks and Rust CLI. Benchmarked with Bonie++ and IOR. Clients: Implemented API of internal broker service for Bash, and did core development on Python, C++, and JS Audio Conferencing: Created an audio service (Portaudio) in C++ that interfaces with internal broker service. CI/CD: Developed documentation, linting, testing, deployment (DinD with Kaniko) pipelines for the project in Gitlab Mentorship: Leader of the student research arm. Managed and onboarded over 110 students over 4 semesters.

Sparkup

Software Development Engineering Intern

September 2022 — December 2022

Brooklyn, NY

UX Development: Implemented a new feature in React Native App to link names and phone numbers in transactions

Dark Forest

Graphics Intern

December 2021 —February 2022

San Jose, CA

Shader Development: Created a typescript plugin that allows for custom WebGL shaders in the Dark Forest game.

Projects

Tweet Toxicity: Used DistilBERT, Pytorch, HuggingFace Transformers, Streamlit and AdamW to classify toxicity type Wikipedia Editor: Used Spark, LDA, Cohere, NYU HPC/ SLURM for variance in editor topics with 6TB of dumps Synesthesia Visualizer: Auditory Visual Synthesis Visualizer with librosa, yin, eks, flask, docker, blender, WebVR Book Recommendation Engine: Wrote a recommendation engine to group books based on wikipedia page similarity. Foot Pedal: Built a portable guitar pedal using LiPo batteries, teensy 4.0 (and audio shield), LCD, and custom effects Electronic Trombone: Made a trombone midi controller using Arduino with capacitive sensing and pid controllers. Circular Buffer: Wrote a header only circular buffer library in an STL style (e.g. templating, custom iterators).

Programming Skills

Langs: Typescript, Javascript, Node, C++, C, Rust, Java, Python, (e)Lisp, Bash/Zsh, MDown, JSON, YAML, IATEX Tech: AWS, Linux, Emacs, QT, Docker, k8s/k3s Rancher, Nginx, Traefik, ReactJS, Tailscale, MongoDB, Postgres, ...

Certifications

AWS Solutions Architect

AWS Cloud Practitioner

Stanford Machine Learning by Andrew Ng

AWS Fundamentals Specialization

September 2021

August 2021

July 2020

June 2020