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SPANDANA GOVINDGARI  
ENTREPRENEUR & SOFTWARE ENGINEER

## EDUCATION

### CORNELL UNIVERSITY

**B.S Computer Science (Cum Laude)**

Class of 2015  
Minor in Business  
Dean's Honors Merit List

## RECOGNITION

### Forbes Technology Council

Official member since 2018

### Featured on TechCrunch, Forbes

Augmented reality ads

### Speaker at several tech conferences

Panelist - Mixed Reality Marketing Summit  
Business Symposium - ACM SIGGRAPH  
Startup Pitch Competition - LDV Vision Summit  
Augmented World Expo 2018  
TechCrunch Disrupt SF 2017

### YC Hackathon Winner

Summer 2018

### Featured on TechCrunch, AdWeek, Digiday

Snapchat ecommerce launch

### Microsoft Academic Scholar

Cornell University 2014

### Best Intern Project

Microsoft - Summer 2012

### HP Vertica Grace Hopper Scholar

HP Vertica for GHC

### National Honor Society Inductee

Beachwood High School

### AP Scholar with Distinction

Beachwood High School

## SKILLS

### Programming

Java  
Python  
iOS (Swift)  
Android (Java, Kotlin)  
ReactJ

### Design

Sketch  
InVision  
Illustrator  
Photoshop  
After effects

### Coursework

ML and NLP  
Databases  
Operating Systems  
Artificial Intelligence  
Functional Programming

### Business

Fundraising  
Strategic planning  
Digital marketing  
Product management  
Public speaking

## WORK EXPERIENCE

### HYPE AR

#### Founder

Palo Alto, May 2018 - Present

Served as the CEO of Hype AR and raised \$250,000 in venture capital. Hype enables brands, developers, and publishers to engage consumers through contextual and personalized advertising in augmented reality. We built a one-of-a-kind ad experience that intelligently places ads according to a user's context by analyzing the objects around them.

### SNAPCHAT

#### Software Engineer - Payments & Ads

Los Angeles, Oct 2016 - April 2018

One of the early members of the payments and ecommerce team. Lead and launched various payment products integrated with Braintree and Adyen to accelerate international growth of Snap Ads. Built various internal tools to help Sales/Finance and Accounting team with invoicing, and reconciliation. Helped launch payments support on iOS and Android apps. Lead and launched ecommerce products for the Android app, integrated with Shopify and onboarded 100+ merchants to enable selling their products on Snapchat app.

### APPLE

#### Software Engineer - Maps

Sunnyvale, March 2015 - Oct 2016

Helped build performance testing framework, and image analysis platform for the Mac and iOS Maps applications using Scala, Akka and Python that integrated with Cassandra, Spark and Elasticsearch. These tools collected, indexed and analyzed geospatial data and helped qualify Maps releases by detecting daily regressions in Maps client and services.

### MICROSOFT

#### Software Engineering Intern

Seattle, Summer 2013, 2014

Worked on the Windows Store and Windows Azure teams. Projects involved building applications on top of Cosmos, a highly distributed and scalable system and Azure Authentication and Identity. Won best intern project and presented to Corporate Vice President of Server and Cloud, Bill Laing.

### CORNELL UNIVERSITY

#### Teaching Assistant, IT Administrator, and Research Assistant

Ithaca, 2012-2013

Served as teaching assistant for multiple introductory courses for Java, Python, Discrete Structures and iPhone App Development. Worked in the IT department on an application to optimize media transfer using ColdFusion. Assisted Professor Graham Bailey on his research on sound spatialization techniques on mobile.