SPANDANA.ME

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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 founder 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.