Shubham Vij
Senior Research Engineer at Snap Inc.

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LinkedIn

EXPERIENCE

Snap Inc

Senior Research Engineer   *August 2021 - Present*
Research Engineer   *September 2019 - August 2021*

Focus around engineering Artificial Intelligence / Machine Learning systems to realize products out of Snap's research. Through contributions at the lab, have helped build solutions to train large scale graph neural networks and deduplicate news.

Software Engineer   *December 2018 - September 2019*

Engineered various key features for vertical video creation for Snap Publisher; some highlights include: optimizing video playback and html canvas performance, handling data management intricacies of distributed multi-tiered architecture, and introducing various new frameworks to ease development such as one for Generalized Message Passing for compute intensive webapps.

Research Engineer   *February 2018 - December 2018*

Maintained Research team's cloud compute tooling, used by 100s of ML projects to scale up experiments; tangentially engineering tooling to improve cost efficiency and cost reporting for the system. Helped engineer foundations of multi-year research projects, including Snapchat Trends - a subset of which, eventually became an external facing product 3 years later.

Software Engineer Intern   *Jan 2017 - April. 2017*

Designed a library for on-device offline keyword detection, which was later used as technology backing various speech recognition lenses.

Amazon Inc

Software Development Engineer Intern   *May 2016 - August 2016*

Developed software to automate localization for the Amazon Silk browser, saving roughly 1+ hour/week of manual engineering effort.

IBM

Mobile Solutions Developer   *September 2015 - December 2015*

Consulted for one of the top 5 financial institutions in Canada, engineering and presenting business and technical solutions centred around client authentication to C-level executives. Worked with cross-company and crossorganizational teams to design and engineer POC for new authentication architecture.

Microsoft

Xbox Marketing Assistant   *January 2014 - April 2014*

Constructed analytical reports for games portfolio; automating parts of the process by creating tools in VBA (Excel) to compute viability of rebate programs by leveraging plethora of available signals (both internally and externally) - derived insights were used for sales and inventory forecasting. Designed and led a successful contextual digital marketing campaign for the Canadian market, leveraging popular video game influencers, to drive demand generation for launch of a new AAA game.

EDUCATION

University of Waterloo   Waterloo, ON
Bachelors in Computer Science   *December. 2019*

Wilfrid Laurier University   Waterloo, ON
Bachelors in Business Administration   *December. 2019*

SKILLS SUMMARY

Languages:	Python, Java, Javascript, Objective-C, HTML, CSS
We/Mobile:	React, Redux, Node, Express, iOS
Tools:	Bazel, Pytorch, Kubeflow, Monorepositories, Big Data, SQL, Machine Learning
Platforms:	GCP, AWS

OTHER EXPERIENCE

Restuaraunt Inventory Management Software   Self Employed
Owner   *September 2016 - August 2017*

Led a group of two other developers in engineering an inventory management software solution for small to medium sized restuaraunts.

South African Embrace Foundation
Web Content Developer   *December 2015 - December 2016*