Tanay Menezes

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Education

Cornell University Ithaca, NY
College of Engineering *Aug. 2020 – May 2023*
- Bachelor of Science in Computer Science Candidate
- Current GPA: 3.96

Experience

ShorelineIO June 2021 – August 2021
Software Engineering Intern *Redwood City, CA*
- Shoreline provides real-time monitoring and automated incident management on their customers' computing fleet. Extended the service from AWS to include Azure and implemented performance optimizations.
- Drastically increased the efficacy of fleet-wide metric queries and linux commands by pruning the data sent from backend to Shoreline agents running on each computing instance to include only the necessary data. Reduced large-scale metric queries execution time from 4-5 seconds to less than 1 second for a 200-agent environment.
- Improved time complexity of the function that merges results returned by each agent from O(nlogn) to O(n).
- Expanded Shoreline's target cloud providers by developing new Azure agent to run on Azure VMs, in addition to AWS EC2 instances. Implemented resource discovery of VM's, including both registering and de-registering a VM host, along with its relevant tags and attributes, in the Shoreline database. For deregistration, used a gRPC connection with protocol buffers for communication across microservices.
- Adapted metrics collection for VMs, as well as pods and containers running on VMs within a Kubernetes cluster.
- Added tests to CI/CD pipeline to ensure every code change additionally gets tested on Azure platform.

Cornell Design and Tech Initiative (DTI) Feb. 2021 – Present
Full Stack Developer *Ithaca, NY*
- Worked on the CU Reviews product, a website for Cornell students to view and submit course reviews.
- Helped develop a mobile version of the website; e.g. implementing review cards or review submission forms optimized for a mobile view. Wrote code in React, Javascript, HTML and CSS.

AI-Learners Feb 2021 – May 2021
Web Developer *Ithaca, NY*
- Worked as a web developer at AI-Learners, a startup that develops educational math games to facilitate learning among kids with disabilities.
- Implemented bug fixes and new features as laid out by the design team; for example, new popups or webpage layouts. Wrote code in React, Javascript, HTML, CSS.

Science Internship Program @ UC Santa Cruz June 2019 – August 2019
Research Intern *Santa Cruz, CA*
- Worked on a research project on explorables (interactive demonstrations of ideas/concepts) to evaluate how effective explorable explanations were on learning.
- Developed an explorable in HTML, Javascript, and CSS to allow users to interact with simulations and play with multiple educational modules to learn about the gambler's fallacy: https://tmenezes1.github.io/gamblersfallacy

Projects

Battleship | *OCaml* April 2021 – May 2021
- In team of four, used modular programming, networking, and a GUI display to build a full Battleship multiplayer game playable between two remote computers.
- Used glass box testing to write 56 test cases to achieve 100% code coverage in a codebase with 2000+ lines

Challenges With Friends | *Python, Flask, SQLAlchemy, Swift, Docker* May 2021
- As a backend developer in a team of 5, developed a full-stack mobile social media app using Flask and SQLAlchemy to make an API with 25 endpoints, where users can post, claim, and submit challenges, as well as join groups.
- Created relational database schema for Players, Challenges, Groups, and Assets using Object Relational Mapping.

Technical Skills

Languages: Java, Python, Go, OCaml, Elixir, Javascript, PHP, SQL, HTML/CSS, R
Developer Tools: Git, Docker, AWS, Azure, Google Cloud Platform, Kubernetes, VS Code, Eclipse