

# YASH LALA

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Palo Alto, CA

## OVERVIEW AND AVAILABILITY

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I am a fourth-year computer science undergraduate student at UCLA. My interests include parallel computation and distributed system design + debugging.

## EDUCATION

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UCLA B.S. in Computer Science (ongoing)  
BASIS Independent Silicon Valley High School

GPA: 3.7, 2018 - Present  
GPA: 3.9, 2014 - 2018

## TECHNICAL SKILLS

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<b>Computer Languages</b>	Python, Shell, Go, C, C++, OCaml, Java, SQL.
<b>Software &amp; Tools</b>	Ansible, Git, GCP, etc. Strong focus on scripting and kernel mechanisms.

## RELEVANT COURSEWORK

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CS 111: Operating Systems	CS 118: Computer Networks
CS 131: Programming Languages Architecture	CS 134: Distributed Systems
CS 145 & 247: Intro & Advanced Data Mining	CS 180: Algorithms
CS 181: Formal Languages and Automata Theory	Math 33A + 115AH: Linear Algebra
CS 130: Software Engineering	CS 143: Database Systems

## RELEVANT EXPERIENCE

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<b>Pringle Lab, Stanford Genetics Department</b> <i>Undergraduate Research Intern</i>	June 2017 - August 2017
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- Focused on automating miscellaneous lab tasks using software. Developed a microscopic cell image recognition+counting program from scratch for use in algal haemocytometry.

<b>Veritas Technologies LLC</b> <i>SDE Intern</i>	June 2021 - Present
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- Worked on NetBackup Flex platform. Team tasked with implementing automatic compute node discovery+assimilation over a network, then making this functionality visible to the user via a Web UI. Refactored internal API logic; converted SSH+shell-script-based code to Ansible+HTTP based setup. Replaced product-specific software components with generalized versions.

## INDEPENDENT PROJECTS

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<b>bNEAT</b>	September 2017 - May 2018
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- Worked on developing an improved version of the Neuroevolution of Augmenting Topologies algorithm by using subnet recognition to software analogues to homeobox genes. Tested the modified algorithm's performance by teaching it to play Super Mario World<sup>®</sup>. Resulting algorithm runs through the initial learning phase faster than 'vanilla' NEAT.

<b>Junknet: Distributed Compilation Framework</b>	January 2021 - March 2021
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- Worked on developing a distributed computing framework for a home environment. Project analyzes Makefiles and runs them in a distributed manner over available LAN devices. Network and device failures are tolerated.