

Yordanos A. Goshu

yag3@cornell.edu | (773) 963-4619 | New York, NY

EDUCATION

Cornell Tech, New York, NY

May 2020

Master of Engineering in Computer Science

Cornell University – College of Arts and Sciences, Ithaca, NY

May 2018

Bachelor of Arts in Computer Science

Relevant Coursework – Functional programming; Computer Architecture; Operating System; Analysis of Algorithms; AI; Lang and Information; NLP; Machine Learning; Computer Vision; Virtual and Augmented Reality; Networked and Distributed Systems; Advanced Topics in Machine Learning; Deep Generative Models

RESEARCH EXPERIENCE

SE(3) Computer Vision Group, Research Assistant – Cornell University, New York, NY

Aug 2019 - Present

- Wrote Paper (third author): Interpolative AutoEncoders for Unsupervised Few-Shot Image Generation in review for ECCV 2020-
- Read, implemented, and iterated on state-of-the art generative neural network architectures: WGAN, DAgAN, AE, AAE, VAE, etc.
- Utilized leading ML frameworks including both Pytorch and Tensorflow on cloud GPU drivers to optimize training of models.
- Managed large dataset and pre-trained models for training across distributed file systems.
- Currently working on a paper exploring unrestricted adversarial examples. Specifically, how it can improve existing image classifiers.

Small Data Lab, Research Assistant – Cornell University, Ithaca, NY

Aug 2017 – May 2018

- Built a neural network recommendation system to predict whether a user will have recurring listens to a song given their initial listen. Used Youtube's ranking model as a motivation for the design.
- Implemented model through Openrec; a modular recommendation framework.

PROFESSIONAL EXPERIENCE

Cornell Mixed-Reality Lab, Software Engineer, New York, NY

Jul 2018 – Present

- Defined and developed a virtual reality project that recreates the classroom setting. [Project link](#).
- Integrated and deployed key features including: virtually collocated users and black box 3D mathematical grapher
- Implemented project through leading VR engine, Unity (written in C#). Released project to the public on Oculus device.

Goldman Sachs, Software Engineer– Equities Technology, New York, NY

Jul 2018 – August 2019

- Defined data contracts to migrate data from two legacy databases while asserting no information loss.
- Built a data pipeline and optimization toolsets which queried data from legacy systems, organized the data, and redefined data representation. Tech Stack: sql, java, scala, vertx, JS, and MongoDB.
- Revenue Analytics: built a neural network to predict clients trading behaviors given previous trading activity.

Facebook, Software Engineer Intern – Video Product Team, Menlo Park, CA

Summer 2017

- Developed a minimized player view experience of videos on Android devices in Java.
- Integrated auto-chaining of videos and Ad-breaks into main project.
- Utilized A/B testing to measure impact of my feature change.

LEADERSHIP EXPERIENCE

/dev/color, Section Lead, New York, NY

June 2018 - Present

- Lead section for a non-profit organization that aims to advance the careers of Black software engineers
- Organized monthly meetings and activities with group of 9 engineers across professional, personal, and community growth

Under-Represented Minorities in Computing Club at Cornell, Founder & Co-President, Ithaca, NY

Apr 2016 - Present

- Organized and managed executive team of 9 in creating club bylaws, handling administrative and community relations, budget, semester events, corporate relations, recruitment, mentoring program, etc. Club now has 256 members.
- Drove funding by developing membership plans for companies interested in sponsoring URM. (10 total sponsors).
- Sat on Computer and Informational Science diversity committee to understand problems in the department, formulate policies, and ensure a strong learning environment. Sat on committee to create a physical study space for URM. Currently on Alumni Board

Cornell University, Teaching Assistant- Analysis of Algorithms, Ithaca, NY

Jan 2017 – May 2017

- Developed student's algorithm design and analysis skills during weekly office hours.
- Held weekly grading sessions, providing feedback to help improve algorithmic design.

HONORS

Jonathan E. Marx Memorial Senior Prize: Awarded to two seniors (*0.5% of students*) for excellence and leadership in the CS dept.

Robert Frederick Smith Tech Scholar *Cornell Tech Scholar* – Award for significant academic accomplishment in undergrad

Bill Gates Millennium Scholar: Scholar and Ambassador – In 2014, the acceptance rate was 1.7%

Posse Foundation Scholar: Cornell Scholar – In 2014, the acceptance rate was 4.2%