

# Animesh Tripathi

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<b>EDUCATION</b>	<b>University of Illinois</b> , College of Engineering Bachelor of Science (B.S.) in Computer Science <b>Selected Coursework</b> Algorithms & Models of Computation    Compilers    Programming Studio    Linear Algebra Applied Machine Learning    Databases    Computer Security    Numerical Methods Artificial Intelligence    Data Mining    Data Structures    UI Design Probability & Statistics for CS    Distributed Systems    System Programming    Virtual Reality	Urbana-Champaign, IL Aug 2014 - May 2018
<b>EXPERIENCE</b>	<b>Facebook</b> Software Engineer Software Engineering Intern, Messenger Ranking and Search • Built a distributed ranking system that currently ranks the social graph for Messenger Active Now, Broadcast Flow, Stories and Search, among others, serving billions of requests everyday • Improved metrics such as weekly sends, threads and thread attribution from Active Now and sharing • Saved 1+% of global Facebook CPU • Distributed Systems, Backend, Applied Machine Learning, Async, C++, Hack (PHP)	Menlo Park, CA Jul 2018 - <i>present</i> Sep 2017 – Dec 2017
	<b>Pinterest</b> Software Engineering Intern, Core Infrastructure - Serving Systems • Built a high performance distributed key-value store in C++ using RocksDB and Thrift. • In production for Ads, Homefeed and Related Pins, serving millions of QPS with single-digit ms P99 latencies. • Wrote a MapReduce tool to export Hive tables for storage on distributed key value stores.	San Francisco, CA May 2017 – Aug 2017
	<b>Jump Trading</b> Software Engineering Intern (Core Development) • Developed a new price feed, primarily using C++.	Chicago, IL & Champaign, IL Spring 2017 (part-time)
	Research and Development Engineering Intern • Developed a C/C++ API for cache-locked memory allocation for the company's core trading platform.	Summer 2016 (full-time)
	Software Engineering Intern (R&D) • Worked on analyzing and improving load balancing for co-located trading networks • Developed tool to analyze and report UDP Multicast topology using RDMA. • Developed parallelized analytical framework in Cython to simulate actual and random Multicast feed arrangements, parse market data and calculate microsecond-level utilization EMAs.	Summer 2015 (full-time), Fall '15, Spring '16 (part-time)
	<b>National Center for Supercomputing Applications</b> Software Engineering Intern	Urbana, IL Feb 2015 – May 2015
	<b>Rithmio</b> Software Engineering Intern	Champaign, IL Sep 2014 – Dec 2014
	<b>The Fedora Project</b> Student Contributor	Remote Nov 2012 – Jan 2013
<b>RESEARCH</b>	<b>Optimizing Digital Content for Color-Blind Users</b> • Implemented and tested a new color-correction algorithm for color-blind computer users. • Developed image processing simulations and metrics to compare color-correction algorithms.	Mar 2013 – May 2014
<b>SELECTED ACHIEVEMENTS</b>	• Won the <b>Microsoft Prize</b> at TreeHacks, Stanford University (2015) • Won the <b>Capital One Programming Challenge</b> and trip to the Summit for Software Engineers. • Selected for the <b>ACM ICPC 2015 Mid-Central Regional</b> competition • Won the <b>Google CS Connect Award</b> and scholarship at Intel ISEF 2014 • Won the <b>4<sup>th</sup> Grand Award in Computer Science at Intel ISEF 2014</b> • Selected as a Regional Finalist (top 30 worldwide) for the <b>Google Science Fair</b> • Finalist, Indian National Olympiad in Informatics (qualification round for IOI Training Camp) • Grand Prize Finalist, <b>Google Code-In 2013</b> (The Fedora Project) • International Scholar, The Global Education and Leadership Foundation (tGELF)	
<b>LANGUAGES</b>	C/C++, Python, PHP/Hack, Haskell, HTML/CSS, JavaScript, Java, SQL, $\LaTeX$	
<b>FRAMEWORKS</b>	Thrift, facebook::folly, RocksDB, NumPy, Cython, Matplotlib, AWS, LAMP, WebSockets	