Chinmay Garg

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EDUCATION

UC SANTA BARBARA
MS in Computer Science
Sep'18 - Jun'20 | Santa Barbara, CA
GPA 4.0

PENN STATE UNIVERSITY
BS in Computer Science
May'16 | University Park, PA
Dean's List (Spring 2016)

LINKS

Github:// **chippermist**
LinkedIn:// **chinmaygarg**
Twitter:// **chippermist**
Facebook:// **chinmaygarg**

COURSEWORK

RELEVANT COURSES
Advanced Operating Systems
Algorithms & Data Structures
Data & Knowledge Bases
Functional Programming
Computer Vision
Concurrent Programming
Theory of Computation
Computer Networks & Security
Machine Learning
Software Verification
Advanced Distributed Systems

SKILLS

PROGRAMMING
•C •C++ •Python •Java •Shell •HTML
•JavaScript •Matlab •PHP/Hack
•Assembly •MySQL •NoSQL •Ruby
•Lisp

TOOLS
•OpenMPI •MPI •PyTorch •Keras
•Tensorflow •After Effects •Flask
•FCPX •AngularJS •OpenGL •Git
•AWS •Tsung

SOCIETIES

Association of Computing Machinery
(ACM)

Indian Culture & Language Club

EXPERIENCE

FACEBOOK | Software Engineering Intern
Jun 2019 - Sep 2019 | Menlo Park, CA
- Worked on distributed backend systems used by Feed & Stories
- Optimized distributed calls using Futures to C++20 co-routines
- Wrote new API for Story writes used by over 600M active users

SAP SE | Software/Support Engineer
Aug 2016 - Aug 2018 | Newtown Square, PA
- Built enhancements for HANA Studio and custom code management module
- Analytics app development using AngularJS with authorization modules
- Deployed SAP applications retrofitted/migrated on AWS

UCSB CS | Teaching Assistant
Jan 2019 - Mar 2020 | Santa Barbara, CA
- CS 154: Computer Architecture, CS 170: Operating Systems
- Taught lab sessions and conducted office hours

PSU CS | Learning Assistant
Sep 2014 - May 2016 | University Park, PA
- Taught C++ to aspiring Computer Science Professionals
- Taught debugging and dev-env setups for multi-platform use
- Helped set up project ideas and mentored students along the process of solving them

PROJECTS

MEME BROWSER | Ruby on Rails
- Implemented a Reddit like auto-scalable backend with load balancing
- Deployed on AWS, load tested to run on 11k parallel users
- Wrote features such as account management, content management etc.

SIGSEGV | C++
- Implemented a Copy-on-Write filesystem using FUSE API
- Plug and Play design for filesystem components

MULTITRON DEVICE DRIVER | C & Unix
- Device Driver for power on/off instructions
- Image display functionality with read/write
- Deployed network functionality to enable remote instructions

PACMAN & SPACE INVADER CROSSOVER | C++
- Implemented GUI and dynamic user control
- Dynamic gameplay settings with constantly changing procedural vectors
- Designed individual components to be easy to swap

GOOGLE MAP REDUCE | C & Unix
- Implemented a version of MapReduce from scratch to count recurring words
- Using threads and locks to implement producer-consumer model