

Amey Parulekar

CONTACT INFORMATION
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EDUCATION **University of California San Diego** **Sep 2015 - present**
M.S. Computer Science

Birla Institute of Technology and Science (BITS) Pilani **Jul 2006 - Jun 2010**
B.E. Electrical and Electronics Engineering (EEE)

EXPERIENCE **Web Development Engineer at Amazon** **Sep 2014 - Jul 2015**

- Added accessibility features to Amazon Prime customer acquisition pipelines
- Launched content experiments to compare conversion rates of different page layouts
- Implemented best practices to improve Prime page load times across the board

Systems Engineer at Infinera **Jan 2010 - Aug 2014**

- Converted monolithic system architecture to a distributed one
- Implemented Software Transactional Memory (STM) to concurrently process transactions that modify common objects
- Debugged and fixed issues related to parallel processing and multithreaded design on an RTOS
- Added features to the internal compiler used for generating C++ headers and source files from a templating language
- Added several optimizations to improve system performance

SKILLS

- Proficient in C/C++, Javascript, Coffeescript, Ruby, Python
- Extensive experience with NodeJS
- Working knowledge of Java, C#, Perl
- Experience with AWS

ACADEMIC PROJECTS

- Implemented constant propagation, dead code elimination and unused variable detection (LLVM, C++)
- Implemented Huffman coding and auto-complete using multi-way tries (C++)
- Implemented multi-layer perceptrons and neural networks for MNIST digit classification (Python)
- Implemented a convolutional neural network for CIFAR-100 image classification (Caffe)

PET PROJECTS

- Wrote a static-site generator in Coffeescript (<https://wirywolf.com>)
- Wrote a voting site in NodeJS to make it easier for Infinera employees to pick a code-formatting style
- Wrote a Gulp plugin that uses OptiPNG for lossless compression of PNG images (<https://github.com/ameyp/optipng>)
- Contributed bug fixes to a blogging platform written in NodeJS (<https://github.com/jsantell/poet>)
- Contributed texture atlas support and multiple bug fixes to an HTML5 game engine (<https://github.com/chr15m/jsGameSoup>)