

ANKUSH GOLA

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1 Nashua Street · Boston, MA 02114

EDUCATION

Princeton University · Princeton, NJ

June 2015

B.S.E. in Electrical Engineering, with Honors

Selected Coursework: Algorithms & Data Structures · Operating Systems · Advanced Programming Techniques · Computer Architecture · Quantum Computing · Embedded Systems · Image Processing · Computer Vision · Automatic Control Systems · Signal Processing · Big Data

Activities: IEEE · Wind Ensemble (Alto Saxophone) · Sigma Xi Research Honors Society

SELECTED AWARDS

The Bradley Dickinson Award (Co-Recipient) · *Princeton Dept of Electrical Engineering*

June 2015

Awarded to a senior with an outstanding record in the design and implementation of complex electronic systems.

HackPrinceton · *Princeton Entrepreneurship Club*

Fall 2012-Spring 2015

Three-time first place winner (fall 2012, spring 2013, spring 2015) and one-time second place winner (fall 2014) in hardware at semi-annual Princeton-hosted hackathon.

Greylock Hackfest · *Greylock Partners*

Summer 2013-Summer 2014

One-time overall second place winner (\$5000 in prizes, accolades from several top Silicon Valley CEOs) and one-time finalist (top 10) in the prestigious, invitation-only hackathon in San Francisco.

RECENT WORK EXPERIENCE

Facebook Inc. · Cambridge, MA

August 2018 - Present

Senior Software Engineer

Working on implementing data warehouse sampling at scale as part of Facebook's Data Warehouse team.

Facebook Inc. · New York, NY

August 2015 - August 2018

Software Engineer

Worked on several performance and efficiency projects for the Facebook family of mobile apps (primarily iOS): FBRetainCycleDetector (open-source), a cross platform disk-caching library (Android and iOS), an automatic memory leak detection tool for iOS, a memory-dump collector and analysis tool for iOS, and an app responsiveness measurement system for iOS.

SELECTED PROJECTS

Squat IQ · (Independent)

January 2017 - June 2018

A sensor system designed to diagnose issues with squat technique in athletes. Consists of pressure sensing shoe insoles, a depth sensor, and a computer model that evaluates the foot position throughout the movement, labeling positioning errors, their severity, and where in the movement they happen.

Produce-AR · (Independent)

October 2017 - October 2018

An augmented-reality music production application for iOS that allows the user to connect bluetooth peripherals and arrange soundclips in three dimensional space.

Dynamic Baseline Binocular Stereo with Multirotor UAVs · (Undergraduate Thesis) July 2014 - May 2015

A dynamic, wide baseline stereo vision system that produces novel depth-perception enhancing effects in 3D cinema by filming left and right perspectives with independent UAVs. Utilized techniques from machine learning, control theory and computer vision.

SKILLS

Languages & Frameworks

C, C++, Objective C, Python, Java, Scala, OCaml, PHP, ARM, iOS, Android

Misc.

Linux, Mercurial, Git, Arduino, Ableton Live, Presto, Hive, Spark