

JANANI CHINNAM

✉ jananichinnam@gmail.com

☎ (248) 990 6329

🌐 jchinnam.github.io

👤 jchinnam

🌐 jananichinnam

📍 Chicago, IL 60610

Languages

Proficient

Python, Java, HTML5, CSS3

Familiar

SQL, C++, C, C#, Bash,
JavaScript

Libraries +

Pandas, NumPy, TensorFlow,
Keras, Django, Lombok,
NodeJS, React, Bootstrap

Tools +

Relational DBs, K8, Git, Gradle,
Maven, Jenkins, CI/CD, Unix,
Linux, Valgrind, AWS, Unity

Other Interests

Human-computer interaction,
behavioral and decision science

Design, photography

Reading fiction, find me at
goodreads.com/jchinnam

WORK EXPERIENCE

Sprout Social
Software Engineer

Chicago, IL
Jul 2021 - Present

Goldman Sachs
Software Engineer

New York, NY
Jul 2019 - Jun 2021

- Develop and manage complex Java applications across 200+ firmwide businesses to calculate revenue and generate analysis reports used by senior leadership
- Lead onboarding of Marcus profit & loss data flow onto new technical stack, unifying data models and redesigning 50+ calculations to eliminate legacy cross-product complexity
- Launch and support high-volume retail profit & loss architectures; 6M+ positions across Apple Card, GM Card, Marcus Personal Lending, MarcusPay, and Amazon Small Business Lending

Crowds and Machines Lab
Reinforcement Learning Research Assistant

Ann Arbor, MI
Sep 2017 - May 2019

- Applied crowd-sourced human feedback to Atari learning agents to study limitations of reinforcement learning algorithms and role of human biases in supplemented data
- Researched and simulated integration of crowd workers in augmented reality spaces to facilitate collaborative on-the-fly prototyping
- Designed interaction models, user studies and data analysis across 3+ research initiatives

Goldman Sachs
Software Engineering Intern

Jersey City, NJ
May 2018 - Aug 2018

- Built full-stack web application to organize and display data to users for visualization of 100+ calculations and self-service management of profit & loss strategies
- Leveraged Reladomo framework to implement API services for data management
- Developed web UI using React and Redux to generate data grids and criteria panels

Cleo
Software Engineering Intern

Chicago, IL
May 2017 - Oct 2017

- Designed and automated log aggregation and visualization pipeline for crisis troubleshooting and performance optimization in development and production system environments
- Constructed build-stage test suite to improve code coverage by running on new commits
- Developed user activity interface to display live visuals of application activity with dynamic filtering and sorting

PROJECTS

SketchRL Python, OpenAI Gym

- Integrated crowd-sourced feedback into OpenAI Atari agents to study the ability of human feedback in overcoming limitations of reinforcement learning algorithms
- Created structure of crowd-facing hits and user interaction model on 5+ OpenAI Gym games
- Implemented analysis and visualization scripts for crowd sourced data feeds

wizar.d Unity, Microsoft HoloLens

- Introduced Wizard-Of-Oz style functional prototyping of interactions in augmented reality
- Enabled faster creation of user experiences with real-time manipulation of a 3D scene via synchronization between the system and crowd

PUBLICATIONS

J. Herskovitz, J. Chinnam, I. Wong, M. Liu, J. Mo, S.W. Lee, W.S. Lasecki. Crowdsourcing for Effortless Creation of Collaborative AR Spaces. In CHI Workshop on Novel Interaction Techniques for Collaboration in VR. Montreal, Canada. 2018.

EDUCATION

University of Michigan College of Engineering
B.S.E. Computer Science

Ann Arbor, MI
May 2019

Honors: magna cum laude (GPA: 3.6), Engineering Dean's Honor List, University Honors
Coursework: Artificial Intelligence • Machine Learning • Operating Systems • Web Systems & Databases • Computer Security • Data Structures • Algorithms • Social Information Modeling