losef Kaver

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EDUCATION

CARNEGIE MELLON UNIVERSITY

MS IN COMPUTER SCIENCE

Aug '14 - Dec '15 | Pittsburgh, PA GPA: 4.14

UNIVERSIDAD DE COSTA RICA

BS IN COMPUTER SCIENCE

2009 - 2012 | San José, Costa Rica GPA: 97.6

Ranked 1^{st} in the College of Engineering

LA COLLEGE OF MUSIC

DIPLOMA IN MUSIC PERFORMANCE

2008 - 2009 | Los Angeles, CA Focus on Electric Bass Performance.

COURSEWORK

GRADUATE (CMU)

Compilers

Parallel Computer Arch. and Programming

Storage Systems

Search Engines

Machine Learning [10701]

Machine Learning With Large Datasets

Distributed Systems

Web Application Development

Algorithms

Computer Systems

UNDERGRADUATE (UCR)

Operating Systems

Artificial Intelligence

Computer Networks

Databases I and II

Software Engineering I and II

Computer Architecture

Operations Research

SKILLS

PROGRAMMING

Proficient

Java • Hack

Familiar with

OCaml • C • C++ • Python

MATLAB • SQL • Bash

Javascript • PHP • Swift • Objective-C

TOOLS

Git • SVN • Hadoop • Spark • MPI

OpenMP • ISPC • CUDA • Xcode • MySQL

DBMS • iOS SDK • Instruments • KIF

XCTest • Cocoa Touch • gdb • Guice

Unity3D • vim • Maven

EXPERIENCE

FACEBOOK | SOFTWARE ENGINEER

January 2016 - Current | Menlo Park, CA

- Search Product Infrastructure team, focusing on search speed and reliability.
- Shipped multiple improvements across the stack to reduce typeahead and search result pages latency, as well as CPU and memory footprint.

CARNEGIE MELLON UNIVERSITY | TEACHING ASSISTANT

August 2015 - December 2015 | Pittsburgh, PA

- Graduate Teaching Assistant for Machine Learning With Large Datasets.
- Professor: William Cohen.

LINKEDIN | SOFTWARE ENGINEERING INTERN

May 2015 - August 2015 | Mountain View, CA

- Wrote and reviewed code in Swift, taking full ownership of two features.
- Built the middle tier code for the 'mentioned in the news' stories in Feed.
- Lead model optimization efforts which resulted in 40% reduction in payload size for the Linked In Feed.

CARNEGIE MELLON UNIVERSITY | TEACHING ASSISTANT

January 2015 - May 2015 | Pittsburgh, PA

- Teaching Assistant for **Distributed Systems**.
- Professors: Mahadev Satyanarayanan and Padmanabhan Pillai.

FAIR PLAY LABS | SOFTWARE ENGINEER

August 2012 - May 2014 | San José, Costa Rica

- Developed two games from the ground up for iOS and Android platforms with a team of 8 artists and 4 developers, achieving over 1 million downloads.
- Designed and implemented a solution to reduce initial binary size by 30%.
- Automated the build pipeline for all platforms, achieving daily build delivery.

PROJECTS

CLOUD FILE SYSTEM October 2015 - December 2015

Designed and implemented a FUSE-based file system that integrates local and cloud storage services (such as S3). The file system pushes files which are larger than a certain threshold to the cloud, while abstracting this away from the user. Segment-level deduplication is implemented using Rabin fingerprinting. Users can also create, delete, list and restore snapshots of the file system.

MAPREDUCE FRAMEWORK October 2014 - November 2014

Developed a MapReduce framework from scratch capable of dispatching parallel maps and reduces across multiple hosts, with concurrent job management, replication-enforcement, dynamic cluster resizing and failure recovery.

AWARDS

2013 Highest overall GPA of the College of Engineering, Universidad de Costa Rica

2012 1st place. SIMBOLO National Programming Contest, Costa Rica

2012 2nd/35.000 highest annual GPA, Universidad de Costa Rica

PUBLICATIONS

MULTIPITCH ESTIMATION ALGORITHM 2013

"A multipitch estimation algorithm based on fundamental frequencies and prime harmonics." Proceedings of the Sound and Music Computing Conference, Stockholm, Sweden, pp.86-91.