

SAMEER ARORA

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EDUCATION

Cornell University, College of Arts and Sciences

Expected May. 2021

B.S. in Computer Science

GPA: 4.2/4.3

- Tanner Dean Scholar and Dean's List, August 2017 - Present
- Relevant coursework: Distributed Systems, Operating Systems and Practicum, Programming Languages and Logics, Computer Architecture, Analysis of Algorithms, Data Structures & Functional Programming

WORK EXPERIENCE

Twitter

May. 2019 - Aug. 2019

Software Engineering Intern - Language Tools Team

San Francisco, CA

- Integrated Scala code coverage platform *Scoverage* into *Pants* build tool for generating code coverage reports for Scala projects at Twitter
- Redesigned Scoverage to make it work with distributed systems and remote compilation in Pants
- Built and deployed a CI job that automatically generates Scoverage metrics based on the customer's configuration and then emails the report to them every day

Reduct Research Group, Cornell

Jan. 2019 - May. 2019

Research & Development Member

Ithaca, NY

- Led the design and development of a new *Autograder* model for automated testing of the user defined functions in the Reduct game
- Developed user friendly UI tools using React for developers to easily integrate new game levels and stages into the app
- Reviewed profiling of the code base and improved interpreter efficiency by removing redundant, dead code from the game

Data Structures and Functional Programming Course, Cornell

Jan. 2019 - May. 2019

Teaching Assistant

Ithaca, NY

- Led the testing and development of a new assignment for teaching *futures* and *monads* in OCaml to a class of 400 students
- Assisted students with conceptual issues and code review in office hours

Cornell Conference Services

May. 2018 - August. 2018

Summer Associate

Ithaca, NY

- Maintained accuracy and reconciliation of conference data using multiple web platforms, like StarRez, for accuracy during billing procedures involving amounts close to \$5 million
- Served as a contact for conference facilitators and participants in order to assist with planning and coordination of conferences according to the needs of each specific group

PROJECTS

- **Earth Grass Operating System (EGOS)** – Implemented a FAT file system in C into the OS along with an MLFQ *Scheduler* and *User-Level Threading* for a semester-long Systems project
- **Multiversi** – Multiplayer version of the 2 player game *Othello* in OCaml. Deployed a *smart* AI by using the *minimax* algorithm to decide the next best move

SKILLS

Programming:	Proficient: Python, C++, Java Familiar: Scala, Javascript, OCaml
Web & Databases:	Node, HTML/CSS, SQL
Tools & Technologies:	Pants build tool, Phabricator, Git, Vim, L ^A T _E X

INTERESTS

- Karate/Martial Arts (Gold Medalist at Cornell & MIT Championship) • Reading science fiction and philosophy
- Playing adventure sports like river rafting or rock climbing