

Akshay Agrawal

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Education

Stanford University

MS in Computer Science, Theoretical Track.

GPA: 4.0. 2015–2017

BS in Computer Science, Systems Track. Minor in Mathematics. Graduated with distinction.

GPA: 3.89. 2012–2016

Theory: Optimization, Streaming, & Randomized Algorithms; Machine Learning; Artificial Intelligence; Deep Learning & Natural Language Processing; Probabilistic Graphical Models; Convex Optimization; Linear Dynamical Systems; Linear Algebra; Combinatorics; Stochastic Methods; Theoretical Machine Learning

Systems: Computer Networking; Operating Systems; Distributed Systems; Parallel Computing; Databases; Computer Architecture

Monta Vista High School GPA: 4.0; Relevant Courses: AP Computer Science

Skills

Fields: Machine Learning, Convex Optimization, Computer Systems **Languages:** Python, C++, C, Java

Employment

Google

Software Engineering Intern, Platforms Performance

June–September 2016

Applied techniques from data science, machine learning, and mathematical optimization to better understand Google workloads and provided actionable recommendations on how to better provision hardware for Google datacenters. (Python)

Software Engineering Intern, Distributed Storage

June–September 2015

Devised a methodology to conduct fleet-wide analyses of distributed operations passing through the storage stack, and applied it to optimize Colossus, Google File System's successor, and chunkservers. Developed reporting and analytics tools for investigations into tail latencies. Findings led to an estimated 6 percent reduction in disk read system calls. (C++/Python)

Software Engineering Intern, Flash File System

June–September 2014

As a member of a team authoring a file system for flash memory, researched and implemented policies to decrease garbage collection on solid-state drives. Simulations on production workloads consistently reduced overhead by 50 percent, and findings resulted in changes to the production code base. (C++)

Freshman Engineering Practicum, Production Linux Kernel

June–September 2013

Designed and developed tools using C to ensure proper functioning of the production kernel, including:

- a memory allocator that safeguards against buffer overflows, forbidden memory access, and unaligned accesses;
- an automated test suite to exercise kernel's cryptographic key retention service; patched a kernel vulnerability along the way.

Stanford

Research in Mathematical Optimization under Professor Stephen Boyd.

September 2016–Present

Devising, mathematically analyzing, and empirically evaluating [algorithms for solving convex cone programs](#), a generalization of linear programs, with applications to machine learning, radiation treatment planning, finance, control, and more.

Teaching Assistant. CS221: Artificial Intelligence, Principles and Techniques

September–December 2016

Editing Professor Percy Liang's lecture notes; mentoring groups on applied AI projects; holding office hours; grading assignments.

Teaching Assistant. CS109: Probability for Computer Scientists

January–June 2016

Held office hours and graded for CS109, a required class in probability taught by Professor Mehran Sahami and Chris Piech.

Section Leader. CS106A: Programming Methodology

January–March 2014

As part of [CS198](#), led weekly discussion sections, graded assignments, provided feedback in 1:1 sessions, and held office hours.

Teaching Assistant. Computer Networking

January–March 2014

As a teaching assistant under Professors Nick McKeown and Philip Levis for a MOOC version of Stanford's CS144: An Introduction to Computer Networking, offered through [Stanford Online](#), answered students' technical questions and facilitated course operation.

Projects & Publications

YouEDU: Staging Intelligent Interventions in MOOC Discussion Forums

Published in the 8th International Conference on Educational Data Mining

Stanford Infolab

Compiled the first human-tagged, [open dataset](#) describing affect in Massive Open Online Course discussion forums; authored [edxclassify](#), an open source machine learning pipeline for affect detection; and authored a publication describing [YouEDU](#), a recommender system that automatically addresses confusion in discussion forums.

Xavier: A Reinforcement-Learning Approach to TCP Congestion Control

Academic Project

Designed and [implemented](#) a reinforcement learning congestion control policy and [studied its performance](#) via simulation.

B-CRAM: A Byzantine-Fault-Tolerant Challenge-Response Authentication Mechanism

Academic Project

Designed and implemented [B-CRAM](#), a public-key-based [distributed authentication protocol](#) resilient to node failures, malicious or otherwise. B-CRAM provides availability and security by distributing a trusted third party using the BFT2F replication algorithm.

Random Number Generation with Cloud Chambers

Synopsys Science Fair: First place in engineering, US Army Honorable Mention

Independent Research

Constructed a cloud chamber and analyzed its viability as a true random number generator. Used OpenCV to extract muon streak midpoints in a 2D plane. Midpoints translated into 128-bit numbers; NIST test suite [did not detect non-randomness](#).

Activities

<i>The Stanford Daily</i> , Staff Writer, Deputy News Desk and Investigate News Editor	2015-2016
Stanford Undergraduate Liaison to Computer Science Faculty Retreat	2014
Business Association of Stanford Entrepreneurial Students, Officer	2013-2014
News Editor, Staff Writer, and Webmaster of <i>El Estoque</i> , Monta Vista High School's student news publication	2010-2012
YMCA Basketball Head Coach	2008-2012

Selected Writings

<i>Investigations into Accelerating Alternating Projections</i> [research notebook]	September 2016 - Present
<i>Gaussian Random Walks: The N-Step Distribution</i> [blog post]	July 2016
<i>Graphical Model Sketch, Notes</i> [academic notes]	June 2016
<i>Max Stability and Misra Gries</i> [academic notes]	April 2016
<i>Learning about Learning: Machine Learning and MOOCs</i> [blog post]	September 2015
<i>YouEDU: Staging Intelligent Interventions in MOOC Discussion Forums</i> [publication]	June 2015
<i>Machines that Learn: Making Distributed Storage Smarter</i> [blog post]	September 2014
<i>A Small Glass Box: Creating a Cloud Chamber</i> [blog post]	August 2014
<i>A Breakdown of IGN's Game Rating Distribution</i> [blog post]	July 2013