

Akhil Gupta

He/him

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Education

Johns Hopkins University | *Baltimore, MD*

August 2016 – May 2020

B.A. Cognitive Science, Philosophy - Focal Areas: Computer Science, Neuroscience

M.A. Philosophy

Honors: Dean's List, MENSA Member, Dean's Undergraduate Research Award (DURA)

Work Experience

TikTok, Software Engineer | *Mountain View, CA*

15 March 2021 – Present

- Built systems to anticipate and deal with potential threats to the ads ecosystem, using Golang, TypeScript and React.js, and internal tools
- Designed and built user-facing and backend systems to connect machine learning models and manual reviews to refurbished enforcement mechanisms, focusing on giving users full configuration ability
- Worked on advertisement review platforms, implementing new features and types according to changing resources and requirements

MIT Saxe Lab, Lab Technician | *Boston, MA*

13 July 2020 – 26 February 2021

- Innovated hemodynamic Brain-Computer Interface (BCI) pipelines with improved processing and analysis of fNIRS and fMRI data using data science and machine learning tools
- Co-authored "Fear and Disgust during Imagined Social Interactions: Examining the Neural Correlates of Bathroom Bill Support"

Optoro, Summer Developer | *Washington, DC*

2 June 2019 – 23 August 2019

- Streamlined onboarding for Optoro's largest client, resulting in a ~20% improvement in team efficiency using Ruby on Rails and Vue.js for all projects

CogniTensor, Machine Learning Intern | *New Delhi, India*

20 June 2018 – 11 August 2018

- Trained the early stages of CogniText, a project designed to provide more accurate summaries of news articles, testing out different training models and ways of processing the data to optimize performance

JHU McCloskey Lab, Research Assistant | *Baltimore, MD*

August 2017 – May 2019

- Analyzed behavioral handwriting data using the lab's proprietary MATLAB software to validate each data point and compare performance across four different axes

Hackathons

ByteDance Hackathon 2022, Best Social Responsibility Project

- Captained a team of 5 engineers to design and implement the winning project in our category

Greenhacks 2019, 2nd place

- Created a web-based application in JavaScript to reduce food waste by alerting students of leftover food from events and implementing an incentive system to encourage buying locally and vegetarian

HopHacks 2018

- Built a deep neural network in Python to predict the outcome of NBA games with greater than 70% accuracy, better than a published predictor in *Journal of Quantitative Analysis in Sports*

Skills

Proficient: Go, JavaScript, React.js, Python, Java, Ruby, SQL, Docker, RESTful services, HPCCs

Rudimentary: C#, CoffeeScript, MATLAB, Swift, TensorFlow