

Syam Sundar Kirubakaran

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Professional Experience • [Android Developer]

[Professional Experience: 5+ years]

Yahoo! Inc • Software Apps Engineer • [website](#) • [linkedin](#)

Jan 2024 - Present

- Played a significant role in the **overall redesign of the fantasy sports android app (10M+ downloads)**. Worked on a number of features on Fantasy Android including **real-time scores screen** for all major US leagues and **major refactoring of matchup screen** - which drives **most revenue and traffic for Yahoo Fantasy (this screen accounts for most requests per second during peak NFL)**. Other contributions include support for shared design library, addition of new Guillotine league type, Fantasy Feed with support for reactions & discussions.

Furlenco • Senior Software Engineer • [website](#) • [linkedin](#)

June 2019 - July 2022

- Led the development of Furlenco Android App which has **1M+ downloads** and contributed to an aggregation service called CIA that serves **~1M requests per hour**. Developed and launched **20+ features** including: Upfront payments which **increased customer retention by 60%** and **ARPU by 30%**. Redesigned autopay flow which **increased sign ups by 3x**. Built the network layer of server-driven KYC (Know Your Customer) that led to **80% decrease in time to completion**. Responsible for application architecture, drafting API contracts, ensuring production stability, performing code reviews and monitoring A/B tests. Leadership in guiding interns, hiring and scaling up the team.

Google Summer of Code '19 • Software Engineering Intern • [report](#) • [github](#)

May 2019 - Aug 2019

- Developed a Language Server for Processing programming language using Language Server Protocol which provides rich IDE features such as Autocompletion, Code Diagnostics, Goto Definition, etc. This will power the new Processing's development environment which is expected to have **~100K active developers**.

Google Summer of Code '18 • Software Engineering Intern • [report](#) • [github](#) • [docs](#)

May 2018 - Aug 2018

- Developed an Augmented Reality renderer that renders virtual objects over real-time camera image. AR apps that use this library notice a **10x reduction in lines of code written** compared to standard AR apps with the same functionality.

Education [Computer Science Major]

University of California, Los Angeles (UCLA)

Sept 2022 - Dec 2023

- Master of Engineering, Artificial Intelligence, 3.93 / 4

Anna University, India

June 2015 - April 2019

- Bachelor of Engineering, Computer Science and Engineering, 8.32 / 10

Noteworthy Projects • github.com/SyamSundarKirubakaran

- [\[report\]](#) On-Device Machine Translation with Elaboration and QnA June 2023
- [\[report\]](#) Evaluating Accuracy, Robustness and Mitigating Hallucinations in Salesforce's CodeGenie, an AI Code Generation Tool Aug 2023
- [\[report\]](#) Effect of Neural Network Pruning on Spurious Correlation Dec 2023
- [\[report\]](#) Processing Electrical Brain Activity using EEG Data - CNN, LSTM and VAE Mar 2023
- [\[demo\]](#) Furlenco Lens - Google Lens for Furnitures and Home Appliances June 2022

Skills

- **Familiar Frameworks / Tools** Git, RxJava, Coroutines, Compose, Popular Jetpack libraries, Nodejs, Tensorflow, Pytorch, Numpy, Pandas, Scikit
- **Programming Languages** Kotlin, Java, Python, C++
- **Familiar Domains** Android, Backend, NLP, Image Processing