ANDREY PITERKIN

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EDUCATION

Northeastern University   Sept. 2021 - May 2025
B.S. in Computer Science, Overall GPA: 3.95 / 4.00   *Boston, MA*

| **Coursework** | Compiler Design, Networks & Distributed Systems, Advanced Algorithms |
| | Software Development, Computer Systems, Programming Languages |

EXPERIENCE

Databricks   Present
Incoming Software Engineer   *Bellevue, WA*

Datadog   Sept. 2024 - Dec. 2024
Software Engineer Intern   *New York, NY*

· Designing Change Data Capture system for new internal Cloud Resource Manager in **Go**.

Databricks   May 2024 - Aug. 2024
Software Engineer Intern   *Bellevue, WA*

· Spearheaded live testing for Databricks company-wide billing pipeline in **Scala and Apache Spark**, reducing component integration test cost by **92%** and saving **$3000+** dollars within 3 weeks.
· Built billing test framework in **Scala**, improving dev velocity from start to deployment by **10+ hours**.
· Targeted complex testing scenarios such as chaos testing, load testing, and automated alert testing.

MathWorks   Jan. 2024 - Apr. 2024
Software Engineer Intern   *Natick, MA*

· Enhanced **C++** fixed-point operations in MATLAB to build full precision dot product and matrix multiplication APIs for embedded targets.
· Optimized SimuLink **C codegen** by selecting **50% smaller types** for neural net matrix operations.

Amazon   May 2023 - Aug. 2023
Software Engineer Intern   *Seattle, WA*

· Designed new service to generate risk-based disbursement policies for **9.7+ million** Amazon.com sellers, saving **$600k+** dollars from bad actors while **reducing** seller friction.
· Implemented path-critical functionality for reserves, auditing, and disbursement service re-architecure effort with **AWS**, **TypeScript**, and **Java** to provide low-latency seller statistics.
· Created architecture to process **4.9 million+** seller risk signals daily with **Lambda** and **Kinesis**.

S3 Global   May 2022 - Aug. 2022
Software Engineer Intern   *Redmond, WA*

· Developed and documented an abstraction layer in **C++** for a high-speed camera SDK.
· Implemented stream interface for **C#/.NET** application via shared frame buffers for **12 cameras**.

PROJECTS

x64 Compiler   Jan. 2024 - Apr. 2024

· Designed a dynamically-typed language compiler in **OCaml** targeting **x86_64** with a **C runtime.**
· Supported features such as first-class functions, native continuations, exceptions, and Cheney's semi-space garbage collection algorithm.

TECHNICAL SKILLS

| **Programming Languages** | Java, Python, C/C++, TypeScript, Racket, Golang |
| **Frameworks & Technologies** | Kubernetes, AWS, React, Docker, Git, Vim |