Eric Bannatyne

Education

Sept 2013 - May 2017 University of Toronto, Toronto, ON, Bachelor of Science, Computer Science.

- Specialist in Computer Science (focus in Theory of Computation), minor in Mathematics.
- o McNab Undergraduate Scholarship Award, Dean's List 2013 2017. GPA: 3.92/4.0

Experience

Oct 2017 - Present Rubrik, Palo Alto, CA, Software Engineer, Cloud Archival.

- o Developed primarily in Scala for the Cloud Archival team, part of the core data engine (Cerebro), designing scalable systems for enterprise data management across on-premises and cloud deployments.
- Led end-to-end design and development of Smart Tiering for Azure, a novel mechanism providing 3x or greater cost savings for cloud storage by optimizing costs across storage tiers, while maintaining incremental backup chains. Led a team consisting of myself and two other engineers.
- Designed and developed method for optimizing cloud data via chain reversal on AWS and Azure.
- Redesigned core components of archival jobs to improve stability and performance when scaling to very large workloads (e.g. PB-scale NAS shares) backed by Cassandra and CockroachDB.
- Worked closely with customers and product management to design solutions that meet enterprise customers' unique business needs.
- Provided technical mentorship for several interns and full-time engineers on the Archival team.

May 2017 - Aug 2017 Rubrik, Palo Alto, CA, Member of Technical Staff Intern, Cloud Archival.

- Added support for data archival to cold storage using Amazon Glacier with Vault Lock, providing cost-effective long-term data retention policies for legal compliance.
- Designed efficient parallel data encryption methods for multithreaded archival uploads.

May 2016 - Aug 2016 Facebook, Seattle, WA, Software Engineering Intern, Video Search.

- Created a news videos search results module, and developed models to improve video results ranking for newsy search queries.
- Leveraged video subtitles, generated via speech recognition, to improve video retrieval and ranking.

May 2015 - Aug 2015 Google, Mountain View, CA, Software Engineering Intern, Risk Engineering.

- Developed in Java, using machine learning and statistical analysis to detect payment fraud.
- Researched, developed methods for feature selection, data preprocessing and model training to automate training of lightweight models for low-latency fraud classification.
- Adapted decision tree learning algorithms to leverage data parallelization via MapReduce.

Sept 2014 – May 2017 University of Toronto, Toronto, ON, Teaching Assistant.

- Led tutorials and labs, performed grading duties for assignments, projects, and exams.
- o TA for CSC207 Software Design (2 semesters); CSC263 Data Structures and Analysis (3 semesters); and CSC373 Algorithm Design, Analysis & Complexity (1 semester, advanced section).

Selected Projects and Extracurriculars

Apr 2017 hasp: A parser and interpreter for a lisp-like programming language, written in Haskell.

Jan 2017 PennApps hackathon project: Paper2IATEX, a tool for automatically recognizing and generating LaTeX code for graph structures based on hand-drawn images. Placed in top 30 hacks.

Sept 2016 - May 2017 Research project in Algorithm Design: Parallel auction-based algorithms in MapReduce for the Earth Mover's Distance problem (minimum-cost geometric bipartite matchings), with Aleksandar Nikolov.

Jan 2016 - May 2016 Research project in Computational Complexity Theory: Branching program size lower bounds for the Tree Evaluation Problem, to separate log space from polynomial time, with Steve Cook & David Liu.

Apr 2016 Visual speech recognition (automatic lip reading) from video using hidden semi-Markov models.

Languages

Fluent in Scala, Python, Java, C, PHP, HTML/CSS. Familiar with Haskell, C++, JavaScript, TypeScript, Racket, MATLAB.

Tools & Technologies

Cloud Storage and Computing, Algorithm Design, Distributed Computing, Machine Learning, Natural Language Processing, Information Retrieval, MapReduce, Android, Angular, Linux/Unix development.