
Ashvin Ganesan

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Education

Reed College *Computer Science & Mathematics*

2022 - 2026

CS: Algo & DS, Computer Systems, PL Design, & Computability and Complexity

Math: Discrete Math, Linear Algebra, Vector-Calc, Abstract Algebra, & Number Theory

Coursera & Udemy

2020 - Present

[PythonBootcamp](#), [NN and DL](#), [Improving DNN](#), [Structuring ML Projects](#), [Autonomous Robots](#)

Woodside Priory High School

2018 - 2022

CS / Math Courses: AI, ML, Algorithms, AP CS, AP Stats, BC Calc, AP Physics C, & Robotics

Awards: CS Department award 2020 & CS Department award 2022

Experience

Founding Software Engineering - AI & Graph at BlueArc *September 2024 - Present*

- Took full control over and scaled the core distributed system, cutting error rates by >98% and boosting throughput by >100X.
- Implemented row-level security in PostgreSQL and built a custom enforcement layer in Redis to ensure strict per-customer access controls.
- Wrote/refactored approximately 30–40% of overall BlueArc process steps.
- Developed almost all customer-specific process steps for a multi-billion-dollar pilot customer, converting it from pilot to paying customer.
- Created a custom abstraction language plus supporting internal tools
- Designed global db connection pooler, wrote deployment scripts, and created new environments (PROD/DEV).
- Interviewed, hired, and trained new engineers; contributed to high-level architecture decisions around sharding, caching, and service design.

Software Engineering Intern at BlueArc

May 2024 - September 2024

Computer Science & Math Trainer at DataAnnotation

May 2024 - Present

Specializes in prompt engineering, evaluating LLM responses, and guiding LLMs to solve complex Math & CS problems.

CPU Machine Learning Co-Op/Intern at AMD

May 2023 - Aug 2023

In my role on AMD's ZenDNN team, I did a project using a genetic algorithm to partially quantize 90% of CNN nodes—reducing model size dramatically while incurring only a 0.2% accuracy loss (versus 10% with full quantization).

Captain of the Barn2Robotics FRC Team 751

2021-2022

Led the team by organizing and scheduling projects, coordinating events, and overseeing the budget. I also taught CAD and the design process, spearheaded recruitment efforts, and managed component leads, ensuring smooth collaboration and progress across all areas.

Skills

Advanced: Java, Python, ONNX Runtime, Solidworks CAD, Git, and Prompt Engineering

Proficient: C++, C, OCaml, SQL, TensorFlow, Fusion 360 CAM, Spreadsheets, Arduino, LaTeX, and Mechanical Design

Basic: Swift, MIPS Assembly, Raspberry Pi, and Electronics

Projects

PL Design Project: OCaml lite programming language

Rubik's Cube Solver: Designed and built a robot to solve the Rubik's cube

AI/ML Projects: Sliding Tile puzzle solver, 3D Tic-Tac-Toe Player, Titanic Survival Evaluator, linear regression housing price prediction, and MNIST digit identification

Algorithm Projects: Merge Sort, Heap Sort, Regular Expressions Evaluation, Recursive Descendent Parser, and Binary Search Trees

Misc Projects: Advent of Code, and Project Euler