

# PATRICIO “PATO” LANKENAU

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## EDUCATION

**University of Texas, Austin**  
B.S. in Computer Science 3.8 GPA  
Turing Scholar Student

May 2016

## SOFTWARE SKILLS

**Proficient** Java8, C++, Python, JS, PHP  
**Tech** Distributed systems, netty, C\*, ZK  
**Enjoy** Vim, Arch Linux, AwesomeWM, Latex

## EXPERIENCE

**Apple**  
*Software Engineer*

Oct 2016 - present  
Cupertino, CA

- Designing and developing a large fault-tolerant, distributed key-value store
- Worked on distributed large-scale (EiB) blob storage system

**Apple**  
*Software Engineer Intern*

May 2015 - August 2015  
Cupertino, CA

- Worked under iCloud on large distributed storage system
- Java backend work on data replication
- Developed fast, concurrent, and memory efficient data structure
- Formal verification (TLA+) of distributed algorithms and systems

**Google**  
*Software Engineer Intern*

May 2014 - August 2014  
Mountain View, CA

- Worked on Google Play Games backend team
- Rewrote Java backend implementation for handling of achievements,
- Developed implementations for adding more levels to Google Play Games profile
- Wrote a large scale mapreduce pipeline to refill any overdue level ups for 150+ million players

**Networklift**  
*Co-founder*

January 2014 - December 2014  
Austin, TX

- Co-founded Networklift, a startup that specializes in optimizing marketing through social network growth
- Wrote python software for social graph searching, match making, and interest analysis
- Backend data processing software, as well as python and web front-end dashboards

## PROJECTS

- Research: Reinforcement learning on pacman domain; transfer learning
- Research: online telepresence tours of our lab
- Distributed key-value store using Raft consensus algorithm implemented in Golang
- Paxos-based chat service written in Haskell
- quadcopter that catches ping balls using kinect for vision and modeling
- Synthesizable, 8-bit processor with 3 stage pipeline in verilog
- iOS and Android app for competitive dancers and competitions to use
- LED strip screen projector written in Golang and arduino
- App to view and analyze 170,000+ reviews for Google Play Games app; concept and sentiment analysis
- LED Status indicator for my door written in C and deployed using an atmega avr
- Web service to cryptographically and securely timestamp information and files
- Android app to drop pictures in geolocation that can be opened publicly
- Other projects: Image manipulation, Conways Game of Life, Tetris AI, Markov chains, tone matrix, multi-player turn-based rpg