

# Anjali Pal

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<b>Contact Information</b>	anjali@cs.washington.edu <a href="https://github.com/ajpal">https://github.com/ajpal</a> <a href="https://www.linkedin.com/in/anjaliipal/">https://www.linkedin.com/in/anjaliipal/</a>
<b>Education</b>	<p><b>University of Washington</b>, Seattle, Washington. March 2020 - June 2021 <i>Courses:</i> Ubiquitous Computing, Applied Cryptography, Domain Specific Languages, Programming Languages</p> <p><b>Brown University</b>, Providence, RI September 2013 - May 2017 Sc. B. in Computer Science (GPA: 3.64) <i>Selected Courses:</i> Intro. Functional Programming, Programming Languages, Logic For Systems, Models of Computation, Discrete Probability, Artificial Intelligence, Computational Linguistics</p>
<b>Research Experience</b>	<p><b>University of Washington</b> February 2022 - Present Research Assistant Advisor: Zach Tatlock</p> <p>Working on methods for composing targeted searches of language sub-domains in Ruler, a framework for synthesizing rewrite rules using equality saturation.</p> <p><b>Brown University</b> Spring 2016 Independent Study in Programming Languages Advisor: Shriram Krishnamurthi</p> <p>Used Liquid Haskell refinement types to statically analyze R programs with matrix operations and surface matrix arithmetic errors as static type errors rather than run-time errors or warnings.</p>
<b>Teaching Experience</b>	<p><b>First Byte of Computer Science</b>, Brown University, TA Spring 2017</p> <p><b>Programming Languages</b>, Brown University, Head TA Fall 2016</p> <p><b>Logic for Systems</b>, Brown University, TA Spring 2016</p> <p><b>Intro. Functional Programming</b>, Brown University, Head TA Fall 2015</p> <p><b>Intro. Object Oriented Programming</b>, Brown University, TA Spring 2015</p> <p><b>Intro. Functional Programming</b>, Brown University, TA Fall 2014</p>
<b>Professional Experience</b>	<p><b>Code.org</b>, Software Engineer January 2019 - January 2022</p> <p>Full-stack developer working on block programming environments for K-12 students. Significant projects include:</p> <ul style="list-style-type: none"><li>• New block programming environment for writing and analyzing poetry.</li><li>• Migration of Blockly block-based editor to new version.</li></ul>

- Robust validation system for Sprite Lab (elementary school students) with responsive feedback about their code.
- Curated data library and data visualizer tool for App Lab (high school students).
- Significant rewrite of the run-time environment for Sprite Lab to improve performance and maintainability.

**Google**, Software Engineer

September 2017 - January 2019

*Cloud Storage Security & Privacy*

Implemented a FlumeJava pipeline to analyze object metadata, compiled analysis into internal report, and laid groundwork for future work for major metadata migration.

*Android Maps*

Implemented features to provide fresher data on the Maps directions screen, including periodically refreshing traffic conditions, replacing offline directions with online directions when network connectivity is regained, and fetching new directions when the user location deviates from the selected route.

**edX, Inc.**, Software Engineering Intern

June 2016 - August 2016

Collaborated with accessibility and user experience teams to increase accessibility of instructor platform and contributed to beta release of new analytics platform for course instructors.

**Service & Outreach**

**Rainier Scholars Lecturer/Teaching Assistant**

August 2018 - March 2020

**Google Computer Science Summer Institute TA**

July 2018

**Brown University Women in CS Mentor**

September 2015 - May 2017