



RECENT EXPERIENCE

Google (AdsML SRE) April 21 – now

Software Engineer III, Site Reliability Engineering

Google (AdsML SRE) Nov 19 – April 21

Software Engineer II, Site Reliability Engineering

I am responsible for the data extraction, storage and ML experimentation, training & serving platforms that support ML teams across Google, both as a first responder for production incidents, and as a developer with a reliability/scalability focus.

- Designed and implemented automation to reallocate ML hardware accelerators (TPUs) when blocked on feature extraction (saving between 27-36 SWE/yr)
- Designed and implemented infrastructure to allow ML models to block on input data completeness (protecting against failure modes that have cost \$xM in the past)
- Completed and productionized service that batches together configuration changes to avoid overloading storage backend (unblocked processes essential for revenue critical model experimentation.)
- Conducted production readiness review for new transfer learning system.

C++ Go Python SRE

Amazon (RBS - Auto Correction & Enrichment) Feb 18 – Sep 19

SDE I & SDE Intern

I worked on services that perform automated catalog content validation and correction before new items are displayed on Amazon.com.

- Designed system to compute quality score for corrections performed by our services by sampling requests.
- Built self service capability into Enrichment solution, to allow customers to onboard faster, and with less developer involvement.
- Migrated legacy systems to Cloudformation and Live Pipeline Templates (Infrastructure as Code) to enable rapid expansion to new marketplaces. Wrote missing integration tests to make these services' pipelines' full CD.
- Automated a lengthy and error-prone manual onboarding process, freeing up 1 SDE/yr.
- Analysed legacy codebase to find and fix system-wide issues involving data races and consistency issues, leading to increased system stability and reliability.

Ruby Python Java Spring Hibernate AWS

Bloomberg L. P. (Collaboration - Notes) Sep 17 – Feb 18

Software Engineering Intern

Designed and built a service for publishing real-time NOTE metadata to some of the most popular functions on the *Bloomberg Terminal*. Also developed a reusable UI component allowing other functions to display this data.

- Improved key workflows of Notes clients, leading to increased user productivity.
- Simplified integration process, resulting in added integration points in other functions and increased user acquisition for Notes.

C++ Python TypeScript

Google Summer of Code · Matrix.org Mar 16 – Aug 16

Student Developer

Worked on enhancements for the Riot IM client, including a new rich text editor based on Draft.js, a flexible and extensible autocomplete system, as well as a Slack Webhook API compatible Application Service.

React JavaScript (ES6) Go Node.js

SELECTED AWARDS & ACHIEVEMENTS

TADHack Global Hackathon 2017

London Winner & Matrix.org Prize Recipient

Won prizes for *Pushtime*, a Chrome extension and Android app I wrote to sync clipboards, phone health, OTPs, and more securely over the Matrix protocol.

Syscan Hardcode Secure Coding Contest 2013

2nd at World Finals

Designed & developed *Gridlock Exchange*, a security-focused e-commerce platform, and performed successful penetration tests on competitors' apps.

Google Code-in 2010, 2012

Grand Prize Winner

Awarded grand prize twice by Google for open source work with *Sahana Software Foundation* (Sahana Eden - Disaster Management Platform) and *Tux4Kids* (TuxMath - Educational Game).

EDUCATION

KIIT University, Bhubaneswar (8.4/10) 2014 – 2018

Bachelor of Technology in Computer Science

Loyola School, Jamshedpur 2001 – 2014

ICSE & ISC Pure Science with Computer Science