

# Utkarsh Maheshwari

Software Engineer • Systems Programmer

## DIGITAL FOOTPRINT

### BLOG

[coditva.dev](http://coditva.dev)

### EMAIL

[coditva@gmail.com](mailto:coditva@gmail.com)

### PGP KEY

5A40E60FB40CDEBE

### SOCIAL

[github/coditva](https://github.com/coditva)

[twitter/coditva](https://twitter.com/coditva)

[linkedin/coditva](https://linkedin.com/coditva)

## LANGUAGES

### PROFICIENT

C • NodeJS • Shell

### WORKING KNOWLEDGE

C++ • Java • Python • Lua •  
Scala • Assembly • Web Tech •  
PHP • SQL • MongoDB • LaTeX

## TOOLS

Vim • Linux • Git • Docker •  
Make/Cmake • TravisCI

## OPEN SOURCE

Neovim • Elementary Tweaks •  
Gnome Todo • BaremetalOS

## HOBBIES

Literature • Philosophy •  
Playing Bass Guitar • Cooking •  
Photography • Graphics Design

## REFERENCES

### SUBHASIS BHATTACHARYA

Director - Software Engineering  
PBSWorks, Altair Engineering

## EXPERIENCE

### POSTMAN | SOFTWARE ENGINEER

Jun 2019 - present | Bangalore, India

### PBSWORKS, ALTAIR ENGINEERING | SOFTWARE ENGG. INTERN

Jul 2018 - Dec 2018 | Bangalore, India

- Led and completed the project for adding support in Apache Spark to use PBSPro as a cluster workload manager.
- [github.com/pbspro/spark-pbspro-connector](https://github.com/pbspro/spark-pbspro-connector)

### NEOVIM | GOOGLE SUMMER OF CODE STUDENT

May 2018 - Aug 2018 | Remote

- Improved external UI protocol to allow applications to provide "vim-mode".
- [github.com/neovim/neovim/issues/8320](https://github.com/neovim/neovim/issues/8320)

### AIIMS BHOPAL | SOFTWARE ENGG. INTERN

Jun 2018 - Jul 2018 | Bhopal, India

- Wrote the backend for a webapp for medical reports and inventory management.
- [github.com/bitsaiims2017/api](https://github.com/bitsaiims2017/api)

## EDUCATION

### BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCE, PILANI

BACHELOR OF ENGINEERING

Computer Science

2019 | Goa, India

## PROJECTS

### JAZZ | OS DEVELOPMENT

[github.com/coditva/Jazz](https://github.com/coditva/Jazz)

Jazz is a hobby OS in its early stages written from scratch as a proof of concept to understand OS by doing.

### UDT PROTOCOL IMPLEMENTATION | NETWORK PROGRAMMING

[github.com/coditva/udt-c](https://github.com/coditva/udt-c)

An implementation of the UDP-based Data Transfer (UDT) protocol in C. UDT is a much faster data transfer protocol than TCP with a socket interface just like TCP.

### SYNERGY | NETWORK PROGRAMMING

[github.com/coditva/Synergy-linux](https://github.com/coditva/Synergy-linux)

An application to sync Android and Linux notifications when connected to the same local network, written in C and allows extension through plugins.

### WRITE. RUN. TWEAK. | 2D GAME DEVELOPMENT

[github.com/coditva/WRT](https://github.com/coditva/WRT)

A game submission for GitHubGameOff 2019 game jam written in Lua and LOVE2d.

### A VIM STORY | LOW GRAPHICS GAME DEVELOPMENT

[github.com/coditva/a-vim-story](https://github.com/coditva/a-vim-story)

A ncurses based 2D (bomberman-like) game to learn Vi/Vim, written purely in C language with LibNcurses, CMake, Doxygen.