EMPLOYMENT

Software Engineer Dropbox April 2017 - Present

Application Services Team (March 2020 - Present)

- Responsible for the major monolith service and async platforms; building and operationalizing internal serverless platform to replace existing monolith and improve developer productivity
- Designed and deployed custom auto-scaling system for internal serverless platform that reduced weekly capacity planning toil for tenants and significantly improved availability for batch jobs

Developer Tools Team (April 2017 - March 2020)

- Enhanced Git for Dropbox to be faster for common local operations like status, diff, and stash
- Designed an automated test health monitoring system that reduced the need for manual intervention to keep build stable by >90%. Presented results at <u>International Conference for Software Testing and</u> Verification
- Led multiple successful projects to cut total CI spend by more than 10% via improved test selection
 algorithms, better cache hit rates via build reproducibility, and batch running test suites. Presented results in
 a Lightning Talk at BazelCon 2019
- Improved reliability of internal CI server by optimizing Postgres database use from biweekly outages in late 2017 to < 5 incidents in 2018

SWE, Tools and Infra Intern

Google

Summer 2016

• Migrated a fast Android incremental build system to a client-server model, created a new command line interface, and an Android Studio plugin that were clients to the build system server

Software Engineering Intern

NextCapital

Summer 2015

• Developed multiple front end features, including the sidebar for all form factors, for the NextCapital consumer facing website

EDUCATION

Champaign, Illinois

University of Illinois Urbana Champaign

August 2013 – December 2016

- B.S. in Computer Science
- Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Computer Architecture; UI Design; Natural Language Processing; Probability and Statistics in Computer Science

TECHNICAL EXPERIENCE

Projects

Ghoda (2018-2019)

• Built a bot that automatically places bets on horse races with ML

Flare (2014)

- Built an app to report pictures, location data and text of accidents that would notify people in the area
- Won the Grand Prize (\$10,000) of the Ford online application challenge, and <u>submission was presented at</u>
 <u>Consumer Electronics Show (CES) 2015 by the CEO of Ford</u>

LANGUAGES AND TECHNOLOGIES

Go, Python, Java, C#, Javascript, Protobuf