# Vibhu Agarwal

Software Engineer

Building High-Impact, High-Traffic Applications. I absorb knowledge like a sponge and deliver results like a machine.

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### WORK EXPERIENCE

### Software Engineer

Google 🛂

07/2024 - Present Bengaluru, India Google Cloud, Technical Infrastructure, Optima Health Manager



### Software Engineer

Nference 🗷

10/2022 - 05/2024

Bengaluru, India

- Engineered Workspaces (WS), facilitating direct access and analysis of 12M patient EMRs, managing 100+ daily workspaces across 10+ active environments
- Led WS-related UI apps and APIs, developing features like models-mgmt, cost-configs, dashboard and exports
- Optimized file-transfers, reducing disk space usage by 75% and eliminating in-memory file-buffering employing custom parsers and concurrent streaming I/O
- Container management: decreased image-size by 30% and reduced startup time from 8 to 5 minutes
- Monitor and inspect containers (logs, metrics, commits, layers, network), machines and storage volumes
- Migrated applications to K8s and wrote Helm charts
- Tech Stack: Go, Shell, Kafka, Django, MySQL, Docker, GKE

## Associate Software Engineer

PlaySimple Games 🗷

02/2022 - 09/2022 Bengaluru, India

- Created Jigsaw (Flutter), achieving 100k+ downloads
- Enhanced build performance, decreasing launch time from 8+ seconds to 3 seconds using multi-threading

### **Backend Developer**

Viga Entertainment Technology 🗹

03/2020 - 12/2020

Remote/Benaaluru

- Designed database model and created APIs for a Movie-Asset storage and management system (MERN stack)
- Led engineering efforts for a Movie Collaboration platform, resulting in 3 movie projects
- Developed SSO (Django), serving 10+ internal services
- Manage and deploy services on Google Cloud Run
- Created CI/CD pipelines using GitHub and TravisCI

### SKILLS



#### OPEN SOURCE

Contributions to Encode

Primarily contributed to uvicorn, a lightning-fast ASGI server implementation [Major: #1026 - HTTP/2 Implementation]

### PERSONAL PROJECTS

Hedwig, the Messenger (2021)

- Developed an asynchronous web-server plugin for chat applications with multiple rooms and participants
- Built using FastAPI, websockets, MongoDB for storage, and Redis Pub/Sub for message queueing and caching

Binge-o-Philia - Cinephiles' Social Network (2020)

- Developed a full-fledged social networking platform tailored for movie enthusiasts, facilitating connection, updates, and efficient time and data management
- A cross-platform app developed in React-Native powered by Django-based back-end (PostgreSQL and AWS for data storage)

Ministry of Statistics and Programme Implementation (MOSPI) - Website (2019) 4

Developed a Diango-powered website for MOSPI, automating data processing, analysis, and reporting from Excel sheets to streamline workflow and boost efficiency, which achieved 1st Runner-up at Smart India Hackathon 2019 in Guwahati, Assam

### TALKS AND ACHIEVEMENTS

Speaker | PyCon Australia 2021 🗹

Delivered talk on web-servers ecosystem at the PyCon AU

Speaker | PyCon India, PyCon Sweden 2020 🗹

Delivered talks on "Developing a Single-Sign-On Service using Django" at the Python Conference India and Sweden

GCP Quest Leader | Qwiklabs (07/2019 - 06/2020) 🗷 Delivered a talk on GCP and hosted Cloud Study Jam at GDG JIIT, Noida, drawing 300+ students from Delhi-NCR

### **ORGANIZATIONS**

Google Developer Group, JIIT (08/2018 - 05/2021) 🗹 Technical Coordinator - workshops, conferences and hackathons

### INTERESTS

Software Packaging

Documenting

Mentoring

### **EDUCATION**

**Computer Science and Engineering** (Dual B.Tech. & M.Tech.)

Javpee Institute of Information Technology

08/2017 - 05/2022 Noida