# Brijesh Rakholia

# Work Experience



## Stark & Wayne, LLC · Cloud Engineering Intern · Buffalo, NY

lune 2017 - Present

Currently working with cloud native technologies such as Cloud Foundry, Bosh, and Concourse.
 More details about the project will be updated at http://brijeshrakholia.me soon.

#### **Tutr** · Co-founder, Backend Engineer · Buffalo, NY

Aug 2016 – Dec 2016

- Tutr is a web application that provides on-demand tutoring service for college students, just like Uber.
- Built the Tutr backend infrastructure using nodejs, socket.io, mongodb, and auth0.
- Developed a continuous integration deployment bot for the website build cycle using Slack API.

## **Viacom** · Software Engineering Intern · New York, NY

May 2016 – Aug 2016

- Worked closely with the Video Player Team to develop live-streaming support for MTV Apple TV app using **tvOS** and **TVML**. Launched the feature of the Video Music Awards 2016.
- Developed an internal tool using **d3.js** to visualize **Git** repositories in order to analyze software development practices.

# **blue Systems Research Group** · Systems Researcher · Buffalo, NY

Feb 2015 - May 2017

- Worked towards quantifying and prioritizing smartphone Quality of Experience (QoE).
- Developed an offline-processing pipeline to analyze on-screen user interactions and events such as touch events, progress bars, screen freezing, etc.
- It combines low-level Android Logging (android platform instrumentation) and analysis to measure the length of time user waits for apps to complete certain actions.

#### **University at Buffalo** · Computer Science TA · Buffalo, NY

Aug 2016 – May 2017

- CSE421/521: Operating Systems (OS/161 by Harvard)
- Held office hours (8 10 hrs/week), organized and hosted multiple 24 hour hacknights to help students with virtual memory assignment.
- · CSE250: Data Structures in C++
- Held office hours (5 10 hrs/week), helped students with programming assignments.

- CSE199: How the Internet Works
- Helped in creating tools & infrastructure for the class.
   Interacted with students one-on-one during the class.
- CSE115: Intro to Computer Science
- Held office hours (3 hrs/week), helped students with programming assignments and taught recitations.

# Software Projects

(more at github.com/brijeshrakholia)

# BridgeOS - An Instructional Operating System | C

- Implemented synchronization primitives such as mutex locks, conditional variables, and reader/writer locks.
- Designed and implemented the entire file system syscall interface (read, write, close, lseek, dup2, chdir), and process support (exec, fork, waitpid) so that user-programs can be executed by launching a simple shell.
- Carefully designed and successfully implemented virtual memory, including address translation, TLB management, page replacement, and swapping – without any memory leaks.

#### SpinBot (UBHacking Finalist) | Arduino, Python

Built a persistence of vision display for Slack from recycled 5.25" optical drives, LEDs, and Arduinos; capable of running in live `message ticker` via a custom Slack integration using Slack API.

#### Muvis (muvis.herokuapp.com) | JavaScript, HTML, CSS

Muvis is a music visualizer usign d3.js developed at Spotify Music Hackathon

#### 3D Hologram Generator | Unity

Built a Hologram Generator using a TV and acrylic sheet. Wrote a music visualizer using unity to project that visualization over the hologram generator.

#### Robotic Arm (tiny.cc/roboticarm) | JavaScript

Built a robotic arm to follow the movements of my hands in 3D space using **leap motion** and **Arduino**.

#### Silver | JavaScript, Python

Wrote a slack bot and a **web crawler** to book private rooms every midnight at University at Buffalo Libraries.

## Network.js | JavaScript

Developed a visualization using js canvas portraying a network. It is basically a simpler version of particle.js.

# Education

## **University at Buffalo**

B.S Computer Science
Expected December 2017

### Relevant Courses

OS, Networking, Distributed Systems, Database Concepts, Robotic Algorithms, Software Engineering.