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.

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 for 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 (ops-class.org)
- Held office hours (8 10 hrs/week), organized and hosted multiple 24 hour hacknights to help students debug their virtual memory implementation.
- CSE250 : Data Structures in C++
- Held office hours (5 10 hrs/week), and helped students with programming assignments.

- CSE199: How the Internet Works (internet-class.org)
- Developed tools & infrastructure needed for the course. 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)

Tutr · Co-founder, Backend Engineer | JavaScript

- 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.

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.

3D Hologram Generator | Unity

 Built a Hologram Generator using a screen 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 a human hand in 3D space using leap motion and Arduino.

Muvis (muvis.herokuapp.com) | JavaScript

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

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.