

EXPERIENCE

- Tesla** Software Engineer
Fremont, California July 2021–Current
Ownership Transfer – Working on a new project which will capture detailed information regarding transfer of tesla vehicles happening worldwide to develop dashboards for product and executive teams. Responsible for designing and implementing entire flows from microservices to database schemas by coordinating with multiple internal teams.
- Tesla** Software Engineer Intern
Fremont, California January 2021–May 2021
Asynchronous Orchestration Engine – Revamped ownership transfer platform which facilitates seamless transfer of vehicles (Models S3XY) and subscriptions such as premium-connectivity, autopilot, and full-self-driving. Utilised Netflix Conductor (open-source microservice orchestration engine) to provide visibility and traceability into the process flows.
Achievements – Saved developer hours by providing ability to pause, resume, restart, retry and terminate requests. The new asynchronous and parallel event based platform delivers 2x faster response times.
- Hulu** Software Developer Intern
Santa Monica, California June 2020–August 2020
Distributed Tracing System – Developed a low latency, asynchronous and secure, cloud-native ingestion service that tracks over 1 million events occurring everyday in Hulu’s distributed metadata ETL pipeline. Responsible for end-to-end development, including testing, containerization, and setting up CI/CD pipeline.
Results – Deployed into production on AWS cloud using Terraform and Kubernetes. Reduced time taken by developers to search metadata documents down to single-digit seconds while not violating tight SLA requirements of pipeline.
- Teradata** Software Engineer
India July 2017–December 2018
Analytics – Utilized micro-services architecture for automating data migration between two databases. Involved in extraction and development of feature set for time estimation task. Employed regression techniques to construct model and achieved an accuracy of 89%.
Tensorflow – Integrated Google’s distributed ‘Tensorflow,’ into Teradata by incorporating table-operators to provide end user with capabilities to run analytical queries right within database.
GPU – Implemented a prototype to accelerate database aggregation operations using GPU (NVIDIA GeForce GTX 1070). Achieved a performance boost of up to 3X on a dataset containing 32 million records.
- VMware** Intern - IT
India January 2017–July 2017
Full-stack Web Development – Took initiative to engineer utility dashboard to provide unified view of plethora of micro-services based on REST and SOAP. Led to faster deployment times, increased productivity.

EDUCATION

- University of Southern California** Los Angeles, CA
Master of Science in Computer Science - 3.8/4.0 August 2019–May 2021
Relevant Coursework: Operating Systems, Machine Learning, Algorithms, Web Technologies
- Jawaharlal Nehru Technological University** India
Bachelor of Technology in Computer Science and Engineering - 88.09% Gold Medalist September 2013–June 2017

TECHNICAL SKILLS

- Languages:** Java, Python, C/C++, CUDA, C# (.NET), SQL, JavaScript
- Frameworks/Tools:** Terraform, Kubernetes, Docker, Java Spring, AWS, Apache Kafka, Elasticsearch, Splunk, Redis

PROJECTS

- Weenix Operating System:** An operating system developed as part of course CSCI 402, at USC. Supports processes, threads, virtual file system and virtual memory. Considered one of most challenging graduate-level projects at USC.
- Large scale Data Mining using Apache Spark:** Implemented popular data exploratory algorithms such as: discovering frequent item sets, collaborative filtering and detecting communities in a dense social network.