

# Aneesh Durg

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## WORK EXPERIENCE

### Senior Software Engineer

Jul 2023 - Present

*Bodo.ai — remote*

- Developing the core engine - an optimizing compiler and scalable distributed runtime (using **MPI**) for **SQL** and python/pandas workflows.
- Expanding compiler and runtime support for non-ANSI **SQL** dialects
  - Added support for **TIMESTAMP\_TZ** data type
- Identified optimizations that reduced compile time by **60%** in some benchmarks

### Senior Software Engineer/Team Lead

Feb 2021 - Jun 2023

*KatanaGraph — Austin, TX*

- Worked on building a distributed graph compute engine that provides AI, analytics, and a graph database.
- Lead a team of **5** to implement and support graph database querying and ingest.
- Implemented compiler and runtime support for the **Cypher** query language.
- Designed and implemented novel high performance algorithms for distributed subgraph pattern matching (tested on **~20B** nodes, **44B** edges)
  - Improved performance by **100x** in queries against the **LDBC-SNB** datasets and reduced memory usage by over **95%** on benchmarks simulating specific client workloads.
- Designed and implemented hotswap mechanism to allow devs to update katana deployments on **kubernetes**, reducing testing time by **30x**
- Built infrastructure for benchmarking the query engine in isolation from the rest of the product using **slurm**

### Member of Technical Staff

Aug 2019 - Feb 2021

*Qumulo — Seattle, WA*

- Worked on building a distributed scale-out filesystem, supporting both on-prem and cloud.
- Designed and implemented a solution for reducing server downtime during upgrades by **10x** in a team of four
- Implemented **SMB3.1** support and features, and extended platform support for two new hardware configurations
- Lead migration of **python2** code to **python3**, and introduced enforced type checking via **mypy**

## EDUCATION

### University of Illinois at Urbana-Champaign

Aug 2015 - May 2019

Recieved BS in **Computer Science & Mathematics** with **High Distinction**

## PROJECTS

### monkeywrench

<https://github.com/aneeshdurg/monkeywrench>

- Integrates **generative AI** code completion (e.g. Github Copilot) into the browser developer console
- Lowers the barrier to entry for developers and users to modify the behavior of webpages

### rainbow

<https://github.com/aneeshdurg/rainbow>

- Static analysis tool for **C/C++** to reject semantically invalid callgraphs, powered by **clang** and **Cypher**
- Provides an ergonomic way for users to label functions and lambdas and to define relationships between those labels that should be considered invalid. Some example usecases are:
  - Prevent functions that assume locks are held from being called without a lock
  - Prevent functions using collective **MPI** operations from being called during another collective operation
  - Prevent secure functions from being called from insecure contexts

### spycy

<https://github.com/aneeshdurg/spycy>

- An in-process graph database library for python that implements a **openCypher** frontend
- Provides implementable interfaces for data sources to enable querying real world graphs.
  - Wrote a demo that uses **spycy** and **WASM** to filter HTML nodes in a browser using **openCypher**

## What Is a Filesystem?

[https://aneeshdurg.me/what\\_is\\_a\\_filesystem](https://aneeshdurg.me/what_is_a_filesystem)

- An online interactive book/visualization for students learning filesystem concepts.
- Implements a interactive **ext2**-esque filesystem simulator with animations to illustrate disk accesses
- Features a terminal simulator demonstrating how standard **GNU/Linux coreutils** might interact with the disk.