Aneesh Durg

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WORK EXPERIENCE

Senior Software Engineer

Jul 2023 - Present

Bodo.ai — remote

- Developing the core engine which consists of 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
- 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 2018

Recieved BS in Computer Science & Mathematics with High Distinction

PROJECTS

rainbow python/Cypher

https://github.com/aneeshdurg/rainbow

- · Arbitrary compile-time function coloring and callgraph rejection tool powered by clang and Cypher
- Provides an ergonomic way for users to labels functions and lambdas, and then define relationships between those labels that should be considered invalid. Some example usecases are:
 - label functions that assume locks are held to verify that they are never called without a lock
 - label routines using collective MPI operations to ensure that other collective operations aren't called during execution
 - prototype new language features such as async/constexpr without writing custom compiler passes/extensions

spycy python/WASM

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 using openCypher

What Is a Filesystem?

Javascript

https://aneeshdurg.me/what_is_a_filesystem

- An online interactive book/vizualization 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.

CameraTheremin Javascript

https://aneeshdura.me/CameraTheremin

• An in-browser, GPU accelerated (via WebGL), gesture-based webcam theremin (a musical instrument)