Anuraag Agrawal

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Full stack web developer that can deliver solutions from scratch to challenging problems and build out a modern engineering organization. Has a keen eye for clean, effective, and scalable designs and can simultaneously contribute code and provide technical leadership to a team. Technical interests include frontend servers, API design, and writing maximally performant software. Personal interests include education and empowering the next generation to succeed.

GitHub   anuraaga   **GitHub**   curioswitch

SKILLS

FULL STACK DEVELOPMENT	Java, Go, Google Cloud Platform, Kubernetes, API Design
LIBRARIES	gRPC, Spring, Dagger, Protocol Buffers, React+Redux, Webpack

EXPERIENCE

Tetrate

Software Engineer   Jul 2022 - Present

Improving the user experience for WebAssembly to solve real problems, contributing to various OSS projects in the ecosystem. Launched coraza-proxy-wasm, an Envoy WAF filter written in Go. Implemented several features including a high-performance GC to allow production-level performance with TinyGo+Wasm

Amazon Web Services

Senior Software Development Engineer   May 2020 - Jun 2022

Owner of OpenTelemetry both internally and in open source. Launched the OpenTelemetry Java SDK and instrumentation along with integration with AWS services. Prioritize user experience without sacrificing stability and performance, as part of a healthy OSS community.

Open Source Projects

Contributor / Maintainer   Jul 2016 - Present

I always try to contribute where I can to open source projects and focus free time on them. Significant contributions include gRPC support for Armeria, a high performance UTF-8 direct memory decoder for

protocol buffers, Elasticsearch support for Zipkin, and a full stack for easily creating a new codebase from scratch. Code is always high quality, high performance, and maintainable.

Infostellar

Chief Architect   Apr 2017 - Apr 2019

Technical architect, engineering organization manager, and company leader. Rewrote application and created high performance infrastructure from the ground up to take it from PoC to launch. Managed the entire engineering organization, driving hiring and organizing team structure and events. Instituted and implemented practices for creating a company culture to encourage effective communication and close teams.

Money Design

Lead Engineer   Jul 2016 - Jan 2017

Technical architect and lead engineer. Design infrastructure from the ground up using modern technologies, establish development practices, processes, and guidelines for server-side and client-side development, and mentor new engineers to catch them up to modern development flows.

LINE

Developer   Jun 2015 - Jun 2016

Developer and infrastructure rebuilder of the LINE Shop product. Serve new feature API development needs while redesigning the development process and server infrastructure to catch up to best practices, touching build, deploy, monitoring, RPC, and search.

Google

Staff Software Engineer   Apr 2014 - Mar 2015

Technical lead and developer for frontend and API serving of desktop and mobile Google Maps. Design and lead implementation of a ground-up rewrite of the mobile maps serving architecture while providing technical leadership across both the desktop and mobile sides.

Google

Senior Software Engineer   Oct 2012 - Apr 2014

Technical lead and developer for API serving of mobile Google Maps. Designed, supervised, and implemented solutions for the serving side of all mobile Google Maps development. Owned and supervised extension of the API between client/server.

Google

Senior Software Engineer   Feb 2012 - Oct 2012

Technical lead and developer for captions support in YouTube videos. Created the team from scratch to work on both backend and frontend for caption quality and coverage improvement on YouTube.

Google

Software Engineer   Apr 2010 - Jan 2012

Developer for YouTube search and discovery. Worked on full-stack solutions starting from search indexing, to ranking, to frontend serving, to web client.

Xhibitr

CTO   Sep 2007 - Jul 2009

Singlehandedly developed a complex python frontend server and web client code for a photo sharing/tagging web application.

Mitsubishi UFJ Securities

Summer Intern   Sep 2008 - Sep 2008

Developer of a C++ wrapper for proprietary grid job execution, focusing on ease of grid development by hiding implementation details.

Osaka University

Research Student   Sep 2006 - Mar 2008

Developed a magic lens interface for manipulation and navigation in immersive 3D environments and supported undergraduate student in ubiquitous augmented reality research.

EDUCATION

Osaka University

Apr 2008 - Mar 2010
MS - Information Systems Engineering

University of California, San Diego

Sep 2003 - Jun 2007
BS - Computer Science

AWARDS

Graduate Magna Cum Laude
University of California, San Diego

Initiate
Phi Beta Kappa

PUBLICATIONS

Large-scale 3D Scene Modeling by Registration of Laser Range Data with Google Maps Images
International Conference on Image Processing (ICIP)
2009

MMM-classification of 3D Range Data
IEEE International Conference on Robotics and Automation (ICRA)
2009

Poster: Evaluation of an Approach for Remote Object Manipulation Utilizing Dynamic Magnifying Lenses
IEEE Symposium on 3D User Interfaces (3DUI)
2008

LANGUAGES

English
Native speaker

Japanese
Fluent

REFERENCES

Alolita Sharma (AWS)

— Contact information available on request