Archit Mishra

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Education

2015 - 2018 **B.S. Computer Science**, UC San Diego, GPA: 3.78.

- Expected Graduation: December 2018
- Honors/Awards: Tau Beta Pi Engineering Honors Society, Provost Honors

Experience

Jun-Sep 2018 **Facebook**, Software Engineering Intern - Wormhole Pub/Sub.

- Reduced subscriber host failure domain by up to 1000 times by creating a thrift server API to narrow failure metrics to single subscriptions and act on a subscription level.
- Improved subscriber SLA guarantee by implementing stuck subscriber thread detection.
- Drastically improved oncall tooling for subscriber side issues by building a utility for remotely acting on subscriber hosts and tiers.

Jun-Sep 2017 **Facebook**, Software Engineering Intern - Database Engineering.

- Automated a previously manual process of recovering auto increment values by implementing crash safety into MyRocks server.
- Improved deadlocked transaction handling by building transaction deadlock detection and tracking in RocksDB and MyRocks.

Jun-Aug 2016 **Excelfore**, Software Development Intern.

- Integrated vehicle IOT services with a low latency video camera stream.
- Sped up face detection algorithm by 200% by implementing a prediction algorithm on a 30 MB/s video streaming pipeline.
- Improved lane tracking application by minimizing calculations done per lane candidate leading to a 70% speed up.

2015-Present **UCSD CSE Department**, CS Tutor.

- Undergraduate Tutor for:
  - Computer Architecture [CSE 141]
  - Intro & Advanced Data Structures [CSE 12, 100]
  - Software Engineering [CSE 110]
- Most recently, assisted students in course on MIPS ISA, CPU microarchitecture designs, cache hierarchy, and memory management.

Projects

Fall 2017 **Openflow Mininet QOS hack**, *C, C++*.

- Implemented token bucket rate limiting into a simple IP forwarding router built on openflow software defined network architecture running on Stanford's mininet emulator.
- Designed a bandwidth allocation algorithm in order to provide differentiated service handling for network packets based on Quality of Service.
- Constructed config based firewall to filter packets by CIDR addresses.

Winter 2016 **Java Distributed File System**, *Java*.

- Implemented distributed systems mechanisms such as replication and leadership election.
- Designed algorithm to chunk files in parallel and send data over TCP sockets to slaves intended to replicate file chunks.
- Optimized read latency by implementing an in-memory cache for hot chunks.

Skills/Languages

Skills.

- Distributed Systems
- Databases
- Networks
- Storage

Programming Languages.

- C/C++
- Python
- Java
- SQL