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# Ashish Adhav

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## Education

| Gainesville, FL | University of Florida | Fall 2016 – May 2018 |
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- M.S in Computer and Information Science GPA: 3.44
- Graduate Coursework: Distributed Operating systems, Analysis of Algorithms,Programming Language Principles, Computer Network Security, Software Engineering, Advanced Data Structures

| Pune, MH | Pune Institute of Comp. Tech. | 2009 – 2013 |
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- B.E in Computer and Information Science GPA: 3.64

## Employment

| Software Engineer | Pubmatic | 2013 - 2016 |
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Core AdServer Developer

- Involved in designing and implementing fault tolerant, scalable, distributed Real Time Bidding system.
- Profilied and fixed applications for CPU, Memory and I/O bottlenecks.
- Part of the OpenRTB and Pubmatic RTB implementation Team, Ad Quality and Revenue Boost team.
- Worked extensively on Data structures like Trie, Bloom, Inprocess LRU cache & Distributed Memcached.

## Technical Experience

### Projects

- **Detecting TLS misconfiguration in Android Apps using dynamic analysis : Univ of Florida** (2016). Developed a framework to analyze android apps at runtime in **Python**, solving the android app attribution problem. Detected **client & server side SSL/TLS security issues** of apps and third party libraries, making them MITM vulnerable.
- **Cloud Edge Beneath Architecture Based IOT system : Univ of Florida** (2016). Implemented the Restful Edge layer interface in **Golang** and Distributed device drivers for sensors on BBB in Xinu. The Edge served as the Command and Control center for the IOT subsystem & made the **IOT devices hot pluggable** & dynamically configurable. Interface converts Rest API calls to retransmission and ACK supported custom MQTT UDP calls to IOT devices.
- **In Process Caching: Pubmatic** (2014). Implemented multi layer caching for Ad Servers,and their protocol in **C**. Increased AdServer platform throughput by 100%.Implemented evictions, TCP interface, Cache Dump ,stripped locks for the LRU cache.
- **Web Bot Detection and Filtering: Pubmatic** (2015).Designed and Implemented 2 Realtime frameworks for protection against Web Bots and Crawlers in C using Trie & Blooms. Contributed to 20% of the BOTs detected by Pubmatic in RTB.
- **Realtime Feedback based throttling: Pubmatic**(2016). Designed and Implemented a new throttling mechanism as part of a weekend hackathon based on realtime revenue and timeout feedbacks. The throttling kicks in when either our or partners platforms nears its peak capacity, maintaining systems revenue and availability.

## Additional Experience and Awards

- **You made the difference Award: 2015 & 2016** By Pubmatic.
- **Excellence in Service : 2015** by Pubmatic.
- **1st Runner Up, Pubmatic Global Hackathon: 2015**
- **Innovation and Impact Award: 2014** By Pubmatic.
- **1st Prize ,C coding Competition: 2013** By Maharashtra Institute of technology.
- **2nd Prize, National Coding Contest: 2013** By IEEE Branch, Pune Institute Of computer Technology. (PICT).
- **2nd Prize , PICT coding Competition: 2012 & 2013**.
- **Event Head:** Impetus and Concepts, Coding Competition at PICT. Around 600 participants.

## Skills

- C; C++; Java; Golang; C#; .NET; MySQL; PHP; Python; VB10;
- HTML5; Jquery; JavaScript; Phaser.IO;
- GIT, Memcached, Varnish, Redis