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Education

University of Florida

M.S. IN COMPUTER SCIENCE AND ENGINEERING

Expected MAY 2018

• Courses: Distributed Operating systems, Analysis of Algorithms, Programming Language Principles, Computer Network Security, Software Engineering, Advanced Data Structures

Pune Institute of Computer Technology, PICT

B.E IN COMPUTER SCIENCE AND ENGINEERING

2009 - 2013

Skills ____

Programming C, C++, Golang, Python, Mysql, JAVA, C#, .NET, Node.JS, PHP, Perl, Bash

Others HTML5, Phaser.io, Jquery, JavaScript

Experience ____

Pubmatic Pune, India

SOFTWARE ENGINEER Jul. 2013 - Aug. 2016

- Involved in designing and implementing fault tolerant, scalable, distributed systems
- Included profiling and fixing applications for CPU, Memory and I/O bottlenecks
- Was part of the OpenRTB and Pubmatic RTB implementation Team.
- Worked extensively on the Trie, Bloom data structures and Memcached (Distributed & Local)

Projects _____

Detecting TLS misconfiguration in Android Apps using dynamic analysis

University of Florida Nov. 2016

- Developed a framework to analyze android apps at runtime using Python
- Detected client side and server side TLS issues, making them MITM susceptible
- Verified that 90% of Android Apps make atleast 1 SSL/TLS config mistake

In Process Caching

PUBMATIC Jun. 2014

- Deprecated legacy Memcahed caching mechanism and implemented multi layer caching for Ad Servers, and their protocol in C
- Increased AdServer throughput by more than 100% and improved AdServing latency.
- Implemented evictions, TCP interface, Cache Dump, stripped lock for LRU cache in C

Web Bot Detection and Filtering

PUBMATIC 2014

- Designed and Implemented 2 frameworks for protection against Web Bots in C
- Used the user agent string and public IPs of users and matched them against IAB bot list and data center public IPs of multiple providers
- This contributes to 20% of the BOTs detected by Pubmatic in Real Time Bidding
- Framework was realtime and used Trie Prefix and Pattern matching efficiancy

Realtime Feedback based throttling

PUBMATIC 2016

- Developed as part of Pubmatic 24 Hours Hackathon which later went live
- Used adaptive learning to filter traffic at runtime based on timeouts
- Extened by Pubmatic ML Team to add ecpm and other dimensions
- System could now handle random spikes in our and our demand patners traffic
- Productions simulations revealed we could throttle traffic from 20B to 15B per day with no significant revenue loss
- Made system robust and provided traffic control as could match the QPS of supply and demand side Realtime

Honors & Awards

AWARDS

You made the difference Award,	Pubmatic
You made the difference Award,	Pubmatic
3rd , Pubmatic Global Hackathon	Pubmatic
Excellence in Service,	Pubmatic
Innovation and Impact,	Pubmatic
1st, C Coding Competition	MH.Inst of tech
2nd , National Coding Contest	IEEE PICT
2nd , 2 awards in Coding Competitions PICT	PICT
Finalists , 8 Coding Competitions	Pune
	You made the difference Award, 3rd, Pubmatic Global Hackathon Excellence in Service, Innovation and Impact, 1st, C Coding Competition 2nd, National Coding Contest 2nd, 2 awards in Coding Competitions PICT

ROLES

2012 **Event Head**, Impetus and Concepts, Coding Competition

PICT, Pune