240 Natoma St Dr, Apt 215
Folsom CA 95630
(352) 888-1365
https://ashishadhavblog.herokuapp.com

Ashish Adhav

aashish.aadhav@gmail.com
https://github.com/ashishadhav

Employment

OS Engineer, Intern — **Intel Corporation** — **Summer & Fall 2017**

Windows OS Server Platform Accelerators Team

- Design and develop proof of concepts related to client and server software features of Intel Architecture platforms
- Develop design collateral
- Debug critical software and systems issues
- Develop software in C or C++ on Intel Architecture platforms and Windows Operating System
- Deliver functional demo and prototype code for future enhancements

Software Engineer — **Pubmatic** — **2013 - 2016**

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.

Education

Gainesville, FL — **University of Florida** — **Fall 2016 – May 2018**

- M.S in Computer and Information Science, GPA: 3.66
- Graduate Coursework: Distributed Operating systems, Analysis of Algorithms,Programming Language Principles, Computer Network Security, Software Engineering, Advanced Data Structures

Pune, India — **University of Pune** — **2009 – 2013**

Pune Institute of Computer Technology

- B.E in Computer and Information Science, GPA: 3.63

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** (2015).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** (2014).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

- **Instructor (2003 – 2005):** Taught two full-credit Computer Science courses; average ratings of 4.8 out of 5.0.
- **Third Prize, Senior Design Projects:** Awarded 3rd prize for Synchronized Calendar project, out of 100 projects.

Languages and Technologies

- C, C++, Java, Golang, C#; ṄET; MySQL; PHP; Python; VB10;
- HTML5, Jquery, JavaScript, Phaser.IO
- Visual Studio, GIT, Memcached, Varnish, Redis, WinDbg, VTune