chakradarraju@gmail.com Ph: +91 6380022565 Website

Experience

Software Engineer - Wingman (Sep'18-Now)

- Built and maintain parts of the bot that joins meetings (puppeteer), records and streams audio (gRPC) to transcription and triggering system (called Jarvis internally).
- Built Jarvis in python from prototype to production, which handles 100s of calls every day.
- Post-call processing was done using bash scripts, I converted that into Kaldi (C++) pipeline that processes audio stream live to separate different speakers, and identifies known users.
- Built a Chrome extension to stream calls happening in the browser to be processed real-time by Jarvis through a proxy server written in node.
- Built a node socket server that Wingman app connects to for delivering instant battlecards during call, as well as call start/end triggers.
- Built a complete admin webapp using React, Material UI in frontend, and express, node in backend.
 Deployed backend in kubernetes and exposed with Ingress and deployed frontend in firebase.
- Improved Mongo db performance by identifying un-optimized queries, and creating appropriate indices.
- Set up ElasticSearch and built search and dashboard metrics using it.
- Integration with CRMs like Salesforce, Pipedrive, Hubspot, Leadsquared, and with Ringcentral Dialer. (OAuth, REST API, Java).
- Wrote a bunch of bash scripts to fix everyday developers' painpoints around kubernetes, docker, reprocessing calls.
- Other minor projects around: Google pubsub, Google calendar syncing, Twilio js sdk, webrtcvad.

Software Engineer - Google (May'13 - Oct'17)

- RefX worry metrics pipeline (C++)
 - Worry metrics pipeline does preliminary analysis of all data that goes into Google's Knowledge Graph, and generates worry value, that is used to prevent suspicious data changes from being automatically pushed.
 - I own this project completely, I designed and built the pipeline. I also managed monitoring, deployment, and integration with the remaining KG evaluation system for the pipeline.
 - I also mentored an intern for improving the worry report.
- Experimental overlay in Waldref (C++)
 - Waldref is the latest annotation service built using Google search's serving infrastructure, Muppet.
 - I prototyped and evaluated the effect of new representation which supports overlay of experimental annotation information in Waldref.
- RefX Data Experiments (C++, Javascript, polymer)
 - RefX Data Experiments controller provides an RPC interface for internal teams ingesting data into Knowledge Graph to build RefX model, which is the text annotation model of Google, and evaluate the effect on the model.
 - I improved integration with our triggering system Jarvis, improved our frontend to provide more details in the experiment runs, built better integration of retries, new stages for lateral experiment starting.

Mapmaker v2 (C++, Javascript, polymer)

- Mapmaker v2 was the latest version of mapmaker, which was under development when I was working in the project. It loads map data in client side and allows quick and easy editing from a browser.
- I built polymer widgets for Google Mapmaker v2 for editing different attributes of roads and POIs.
- I built shortcut manager, category index, client side reverse geocoding, mappers binding UI to underlying data.
- I setup mapmaker sandboxes for development and testing purpose.
- I setup continuous custom gyp built and load test.

Mapmaker v1 (C++)

- Mapmaker v1 was the live version of mapmaker, when I was working in the project.
- I migrated user preferences data to a more secure storage, without disruption to live service, and updated our backends to use proper credentials to access the data.
- o I improved the internal admin tool to help in debugging secured data. (Go)

- o I built custom address widgets for Indonesia, Thailand, Ireland and Taiwan.
- o I built webdriver tests to catch UI breakages. (Java)
- Birthday notifier (Python)
 - o I built and set up a system, as a 20% project, that queries Googlers db and publishes cards on the internal home page of team-mates on their birthday.
- Got awarded peer bonuses multiple times for going beyond requirement to help others, some snippets:
 - "Thank you Chakra for helping out outside of working hours early in morning on a Sunday to resolve a
 outage", "top 5 viral map winners!", "Chakradar did a remarkable job of interviewing 4 candidates in a day",
 "Chakradar took initiative and added Google wide birthday cards", "Thank you Chakra for all your help,
 enthusiasm and persistence."

Software Engineer - Directl (Jun'12 - May'13)

 Talk.to application allows users to have multiple chat accounts (FB, Google) in one application. I worked on improving error reporting and improving roaster performance of Talk.to client (Javascript)

Software Engineer Intern - Interviewstreet (Dec'11 - Jan'12)

• I extended an existing online judge at InterviewStreet, which was verifying solution with static text, to accept solutions by custom validator and completed support for coding game challenge. (PHP)

Education

B. Tech (Electronics & Communication Engineering), National Institute of Technology, Trichy, 2012

Significant projects in college:

- I was active participant in many competitive programming communities and contests in college, reached upto top 20 in Topcoder India ranklist, ranked 14th in ACM ICPC Asia regionals'12 conducted in Amrithapuri. Also set problems for ByteCode'12, which was appreciated by "ACRush" and "tourist".
- I made significant contributions to <u>Pragvan CMS</u>, which runs most of our college's websites. (PHP, Javascript)
- I built <u>Dalal Street</u>, with a team of 2 other juniors from my college. It is a online Stock Market simulation game for Pragyan'12. (**PHP, Javascript**)

Personal projects

Ysed (Github) (Npm)

Built and published an npm package that helps in templatizing kubernetes config.

Game console simulator (Github) (App)

Nostalgic brick game console simulator, (Javascript, HTML5 Canvas)

Collection of random projects (Link)

I started a tourist hostel in Pondicherry.

Other interests

I love riding motorbikes.

I love traveling, I've been to 19 different countries.

I love to do anything that gives me a shot of adrenaline.

I enjoy solving puzzles. Programming competition profiles: <u>Topcoder SPOJ Codeforces Codechef</u>. I can solve megaminx, pyraminx, mirror cube, 4x4x4, 3x3x3, 2x2x2 cube. <u>Here is a old video of me solving rubix cube</u>.

I love discussing politics, philosophy, technology. See blog