

Experience

Senior Engineering Manager - Clari (Jun'22-Now)

- Change Management: Got the team to adopt more structured planning, development, release processes.
- Grew the team from 5 to 20+, played an important part in hiring another Senior Eng Manager, Staff Eng.
- Helped 5+ members grow in their career ladder.
- Helped underperformers understand the gap and part way amicably.

Engineering Manager & Tech Lead - Wingman (Nov'21-Jun'22)

- Hired and onboarded a strong developer team to continue development of Wingman backend.
- Manage team priority to keep customers happy.
- Overseeing tech architecture for a smooth product growth.

Software Engineer - Wingman (Sep'18-Nov'21)

- Build majority of the real-time call processing and suggestion delivery system, insights extraction system, external API and integration system that brings in data from CRMs (Salesforce, Hubspot, Pipedrive, Freshsales), calendars (Google, Outlook) and dialers (Ringcentral, Aircall, Dialpad, etc). (**Java, Python**)
- Built internal tools to automate internal processes. (**React, nodejs**)
- Devops, AWS admin, mongoDB admin, migrated from GCP to AWS. (**EKS, Lambda, IAM, Amplify, SQS, etc**)

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 migrated the batch worry metrics report generation to a live system.
- 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 is a redo of Mapmaker that allows client side editing of map features by rendering map in client instead of using pre-rendered map from server.
 - I built widgets for editing data, shortcuts support, category index.
 - I setup mapmaker sandboxes for development and testing purpose, and gyp build process.
- Mapmaker v1 (**C++**)
 - Mapmaker allows users to edit Google Maps data.
 - 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. Built custom address widgets. Webdriver tests.
- Birthday notifier (**Python**)
 - 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.

Software Engineer - DirectI (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 roster 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 (ECE), 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.
- I made significant contributions to [Pragyan CMS](#), which runs most of our college's websites. **(PHP, Javascript)**
- I built [Dalal Street](#), 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 templating 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: [Topcoder](#) [SPOJ](#) [Codeforces](#) [Codechef](#). I can solve megaminx, pyraminx, mirror cube, 4x4x4, 3x3x3, 2x2x2 cube. [Here is a old video of me solving rubix cube](#).

I love [reading books](#).

I love discussing politics, philosophy, technology. [See blog](#) [twitter](#)