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# **EDUCATION**

Carnegie Mellon University | MS in Computer Systems and Information Networking (GPA: 3.9/4)

August 2024 – May 2026

- Courses: Machine Learning, Distributed Systems, Information Security, Packet Switching & Networking
- Teaching Assistant: Intro to Computer Systems, Intro to Machine Learning, AI Application in Information Security

Indian Institute of Technology, Jodhpur | B.Tech in Computer Science and Engineering

August 2018 - May 2022

- Received Silver Medal for Student Distinguished Contribution Award
- Courses: Software Engineering, Virtualization & Cloud Computing, Theory of Computation

# **EXPERIENCE**

# **Analytics 4 Everyone LLC** | *AI Engineering Intern* | Pittsburgh

May 2025 - August 2025

- Developed scalable pipelines using LangGraph/LangChain for agentic tools, incorporating Retrieval-Augmented Generation using Milvus to process data, export quizzes in QTI XML format and upload them to LMS platforms like Canvas.
- Integrated Django app with LTI 1.3 using OAuth 2.0 & OpenID Connect, enabling secure authentication and authorization.
- Implemented Redis-based session management and psql object-relational mapping for the above; migrated from Redis Instance to cluster, improving horizontal scalability and availability.

**Oracle Cloud Infrastructure** (PostgreSQL/Aries) | *Member of Technical Staff 2* | Bangalore

August 2022 - August 2024

- Led the development of production-ready (full-test coverage) Terraform provider using GoLang. This led to 35% more customer onboarding during limited availability/beta testing.
- Engineered fault-tolerant RPC-based workflows in Java for vertical (read-replica) scaling, password management (with optional OCI Vault integration), and soft container restart (reducing replica recovery time by ~50%).
- Led several Service/OpenAPI Spec review meetings, helped separate control/mgmt planes, wrote multiple on-call runbooks.
- Integrated service to: Quota/Limits enforcement, SDKs and CLI generation; configured telemetry for on-call incidents.

# Google Summer of Code | Summer Intern | Remote

May 2021 - August 2021

- Developed K8s visualization & deployment dashboard using React/Redux, tailwind and Cytoscape.js, called MeshMap.
- Implemented pod-specific log viewing and terminal capabilities for the dashboard using Golang and NATS, leveraging MeshSync Kubernetes controller for real-time log streaming and cluster discovery.
- Led Meshery's API migration from REST to GraphQL, and designed a Ruby application to automate GraphQL **documentation generation** in Meshery Docs, improving data fetching flexibility and documentation accuracy.

The Linux Foundation Mentorship Program | Winter Intern | Remote

September 2020 - December 2020

- Developed gRPC-based (language agnostic) conformance test suite for Service Mesh Interface (SMI) compliance (later migrated to K8s Gateway API), defining test cases and validating meshes from AWS, Azure, GCP, Nginx and Alibaba Cloud.
- Implemented automated PostgreSQL persistence and public publication workflows for SMI Conformance test results.

# **VOLUNTEERING & LEADERSHIP**

Cloud Native Computing Foundation (Meshery) | Open-Source Maintainer | Remote

July 2021 - January 2022

- Selected as a speaker at KubeCon North America 2020, "Meet the Maintainer: Service Mesh Interface" event.
- Mentored new contributors by providing technical guidance, code reviews and hosting newcomer's meetings.
- Authored technical docs and how-to guides on Service Meshes, Envoy Proxy, and ProtoBufs.

Founding Member, Devlup Labs (Open-Source Group) | Oracle Volunteering for Surabhi Foundation Trust | Captain, Designerds Club (UI/UX & Design Workshops/Contests) | Assistant Head (and Student Guide), Student Wellbeing Committee, IITJ

#### **PROJECTS**

Practical Byzantine Fault Tolerance (Go, Distributed Systems, Fault Tolerance)

- Implemented PBFT consensus protocol for state machine replication, enabling tolerance of up to f/3f+3 Byzantine faults...
- Developed a **controller** to manage peers, simulate crashes &invalid digests/signatures; for managing & validating consensus.
- Engineered replica recovery mechanisms for deactivated nodes, synchronizing logs through quorum agreement

Raft Consensus Protocol (Go, Distributed Systems, Microservies)

- Engineered a generic RPC library enabling remote method invocation with runtime stub generation using go reflection.
- Developed a Raft-based consensus system in GoLang ensuring consistency across distributed nodes.
- Implemented leader election, log replication, and failure recovery, validated for network partitions and peer failures.

# Heap Allocator (Linux, C, GDB):

- Developed a high-performance heap allocator using segregated free lists and best-fit search, achieving 10180 Kops/sec throughput and 76% utilization.
- Optimized memory management for small allocations with a dedicated mini-block list, reducing fragmentation.

# Unix Shell with Job Control (C, Unix, Signal Handling)

- Built a Unix shell in C, featuring job control for managing foreground and background processes with a dynamic job list.
- Managed child process reaping and job states using signal handling and I/O redirection...

# **PUBLICATIONS**