

eashwar mohan

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employment

Notion Labs

Senior Software Engineer, Developer Experience | San Francisco, CA | August 2025 - Present

- i'll fill this out at some point :) just know i'm working on cool things!

Roblox Corporation

Senior Software Engineer, Engineering Efficiency | San Mateo, CA | Sep 2024 - July 2025

Software Engineer, Engineering Efficiency | San Mateo, CA | Aug 2023 - Sep 2024

- Direct and manage the reliability program for Roblox's internal testing and staging environments used by engineers, QA, and designers, authoring training material, cross-functional process runbooks, and escalation policies. Reduce incident rate by over 70%, MTTM by over 85%, and help save tens of thousands of hours in developer and QA productivity.
- Administrate and deploy third-party developer tools for source code management and continuous integration tooling at the company, including GitHub Enterprise (both Cloud and Server), self-hosted GitHub Actions agents and Sourcegraph, as well as build in-house suite of tooling for automation, management, and permission security. Nearly 2000 users, 5000 git repositories, and millions of CI jobs a day.
- Implement novel microservice canary testing mechanisms for HTTP and gRPC services to enable the rollout of continuous deployment to Roblox backend teams.

Software Engineer, Content Platform | San Mateo, CA | Aug 2021 - Aug 2023

- Architected, implemented, and maintained an ecosystem of over 25 high throughput C# gRPC and HTTP microservices (> 10m QPS at peak) for the tens-of-billions user asset system behind Roblox's content platform.
- Decomposed and migrated legacy monolithic Windows IIS systems (one instance = one machine) to containerized Linux services orchestrated on Nomad.
- Designed and executed a full-stack design for a new React web frontend and asynchronous AWS SQS queue-based backend pipeline for user generated content upload.

education

MSE in Computer Science

University of Michigan - Ann Arbor

Sept 2020 - May 2021

GPA: 3.818, Part of Sequential Undergraduate/Graduate Studies program (SUGS)

BSE in Computer Science/Minor in Music, Summa Cum Laude

University of Michigan - Ann Arbor

Sept 2017 - May 2020

Degree Completed in 3 Years and Awarded With Highest Honors, GPA: 3.875

projects

Personal Website

eash.dev

Single-page-app implemented in raw JS (no libraries). [Github](#): eashwar/eash.dev

RMFPBot

[github](#): SaltCellar-FOSS

A suite of self-hosted TypeScript discord bots for a cooking community discord.

Self Hosting scripts

[github](#): eashwar/self-hosting

Scripts and automation for my self-hosted Kubernetes cluster on my home server.

Music Composition/Production

[music.eash.dev](#)

Self-produced and recorded music.

activities

Employee Resource Groups Involvement - Roblox

Co-Lead - Pride; Co-lead - RunClub; Co-lead - Indie Games Club | January 2022 – July 2025

- Coordinate and plan events for Roblox's LGBTQ+ employee group, including helping pioneer Roblox's first participation in San Francisco Pride Parade.
- Organize weekly running events for company run group.
- Moderate monthly discussions of playthroughs of independently made video games.

proficiencies and skills

- Languages & Frameworks: C#/.NET, Terraform, Python, Golang, Node/TS/JS, React/HTML5/CSS, Bash, PowerShell, C/C++
- Tooling: Git, GitHub + GitHub Actions, AWS, Docker, Kubernetes, HCP Vault
- Music: Reaper, Ableton, Clarinet (15 years), Piano (18 years), Composition (10 years)