

## Employment

### Roblox Corporation

San Mateo, CA

#### Senior Software Engineer, Engineering Efficiency

Sep 2024 - Present

#### Software Engineer, Engineering Efficiency

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. To date, 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

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.

#### Software Engineer Intern, Developer Services

June 2019 - Aug 2019

- Designed and implemented .NET REST API to keep track of dependencies between in-game assets on the Roblox game platform.
- Beta tested a development workflow in Docker Compose, deploying to Hashicorp Nomad and Vault.

## Education

### University of Michigan - Ann Arbor

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

Sept 2017 - May 2020

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

#### MSE in Computer Science

Sept 2020 - May 2021

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

## Projects

### Personal Website

eash.dev

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

### Self Hosting scripts

github: eashwar/self-hosting

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

### RMFPBot

github: SaltCellar-FOSS

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

### 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 - Present

- 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
- Tooling: Git, GitHub + GitHub Actions, AWS, Docker, Kubernetes, HCP Vault
- Music: Reaper, Ableton, Clarinet (15 years), Piano (18 years), Composition (10 years)