

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: C#/.NET, Terraform, Python, Golang, TypeScript/JavaScript, HTML5/CSS, YAML/XAML/JSON/TOML
- Tooling: Git, GitHub, Docker, HCP Vault, Scripting (python, powershell, bash)
- Music: Reaper, Ableton, Clarinet (15 years), Piano (18 years), Composition (10 years)