GAURAV MISHRA

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EDUCATION

STONY BROOK UNIVERSITY

• MS, COMPUTER SCIENCE GPA = 3.8/4

INDIAN INSTITUTE OF TECHNOLOGY, VARANASI

• BTECH, COMPUTER SCIENCE CGPA = 7.2/10 Sept 2016 - Dec 2017 Stony Brook,USA

May 2006 - Apr 2010 Varanasi,India

WORK EXPERIENCE

THOUSANDEYES

Feb 2018 - Present San Francisco, USA

- SOFTWARE ENGINEER
 - Taking out independent modules from a big monolithic application into their own micro services.
 - Adding end to end features to the main application.
 - Tech Stack Java, Javascript, Spring boot, Mysql, Kafka, Angular1, Docker, Kubernetes

GOOGLE

May 2017 - August 2017 Kirkland , USA

- SOFTWARE INTERN
 - Working in Ads Team, owned and developed troubleshooting features for Double Click Manager.
 - Using machine learning try to predict if a line item's current settings will perform well on ad exchange
 - Tech Stack Java, Angular Dart, Spanner, St-cache, Tensor Flow.

TYPITO

Apr 2015 - July 2016

Bangalore,India

Co-Founder/Engineer

- Designed and built typito's backend which included the webapps and a couple of downstream video rendering micro services.
- Built video rendering engine using Ffmpeg's library. This module was responsible for overlaying graphics animations on top of a video.
- Built a micro service for transforming graphics animation created on typito's UI to series of png images.
- **Tech Stack** Javascript/Nodejs, Express,C++, ReactJs, Ffmpeg, Amazon SQS, Amazon Elastic Transcoder, Phantomis

TIVAMO

Aug 2014 - July 2016 Bangalore,India

TECH LEAD

- Built video streaming infrastructure capable of streaming live video broadcasts or video on demand using Wowza media server . delivery protocols being hls and rtmp.

- To cut down on infra cost prototyped use of nginx server as edge servers and Wowza as origin server.
- For reducing latency prototyped infra based on WebRTC technologies (Kurento Media Server).
- Tech Stack Java, Javascript, Wowza, Kurento

DISNEY (PLAYDOM)

Jun 2011-Mar 2014

Bangalore,India

- SENIOR SOFTWARE ENGINEER
 - Worked on end to end feature development of 4 social games for facebook . one of which was released for IOS and Android too.
 - Wrote a tool to convert swf file to a texture atlas which could be used by framework Starling to render UI using GPU.

INFOSYS June 2010-May 2011 Bangalore,India

JUNIOR RESEARCH ASSOCIATE

- Worked on Semantic Engine that could process a given english text and store it in a format which we could query later using natural language.

- Prototyped a application that could process a legal document and guess which parts of the document are potential headnotes. A Patent was also filed for the same.

IBM Apr 2009 - June 2009 **TEST ENGINEER INTERN** Bangalore,India

- Worked on automation of manual test cases using IBM's Rational Functional Tester.
- Wrote a Module which using character recognition was able to automate certain test cases that were not possible using RFT alone.

PATENTS

• Automation of Headnote Extraction from a legal documents. (http://www.google.com/patents/US20130238316)