GAURAV MISHRA

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EDUCATION

STONY BROOK UNIVERSITY

MS , Computer Science

INDIAN INSTITUTE OF TECHNOLOGY, VARANASI

BTECH, COMPUTER SCIENCE

Sept 2016 - Dec 2017 Stony Brook,USA

May 2006 - Apr 2010 Varanasi,India

WORK EXPERIENCE

PALO ALTO NETWORKS

May 2021 - Present San Francisco, USA

PRINCIPLE SOFTWARE ENGINEER

- Designing and building data processing pipelines using Apache Beam and Google's Dataflow.

THOUSANDEYES

SENIOR SOFTWARE ENGINEER

Feb 2018 - April 2021

San Francisco, USA

- Designing, implementing and maintaining components of our data processing pipeline. These components include micro services for receiving data points from agents, processing them and finally storing them in a distributed data store. This pipeline currently process about 20k data points per second.
- Implementing new user flows in our web application which exposes our agents new capabilities to customers.
- Work on data visualisation component of our web interface.
- Expose new apis to customers which allow users to interact with our platform from outside web interface.
- Tech Stack Java, Javascript, Spring boot, Mysql, Kafka, ElasticSearch, Angular1, Docker, Kubernetes

GOOGLESOFTWARE INTERN

May 2017 - August 2017

Kirkland . USA

- 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 server.
 - Tech Stack Java, Angular Dart, Spanner, St-cache, Tensor Flow.

TYPITOApr 2015 - July 2016
Co-Founder/Engineer
Bangalore,India

- Designed and built typito's backend which included the webapps and two downstream video rendering
- 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, Phantomjs

TIVAMOAug 2014 - July 2016
TECH LEAD
Bangalore,India

- 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)

SENIOR SOFTWARE ENGINEER

Jun 2011-Mar 2014 Bangalore,India

- 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

JUNIOR RESEARCH ASSOCIATE

Bangalore,India

- 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.

TEST ENGINEER INTERN

Apr 2009 - June 2009
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)