in/glGarg/ github.com/glGarg

EDUCATION

Bachelor of Software Engineering, University of Waterloo

Notable Courses: Machine Learning, AI, Performance, Databases, Operating Systems

Waterloo, ON Sept. 2015 - May 2020

• Machine Learning, Coursera - Stanford University

Online

TECHNICAL SKILLS SUMMARY

- Languages: (Highly Proficient) Python, C/C++, C#, (Familiar) javascript, Java
- Libraries/Frameworks: Fairseq, PyTorch, TensorFlow, Keras, scikit-learn, .NET, OpenGL

Work Experience

Microsoft Corporation

Sep. 2020 - Present

Home Office

Data & Applied Scientist

- **Performance Bottleneck Detection**: Developed a technique to detect performance bottlenecks in C# and .NET applications from CPU/Memory profiler traces; presented at the VSLive Conference.
- ∘ **Performance Pull Request (PR) Collection**: Trained a semi-supervised Random Forest model to gather performance related PRs from Github repos. Used model to collect ~1350 PRs with a wide range of performance improvements.
- o **Performance Improvement Suggestion**: Developed a novel change suggestion technique by extending existing code search technique, Aroma (Luan et al., 2019), adding performance specific features to suggest improvements for detected bottlenecks, using collected performance PRs.
- Performance Patch Generation (Ongoing): Collected all C# repos with >5 stars on Github and crawled commit history to generate examples with various file/class level contextual elements (import statements, class attributes, method signatures, etc.). Finetuned BART (after pre-training on English & Code) for performance patch generation. Currently working on generating synthetic data using back-translation and BenchmarkDotNet tests.

Microsoft Corporation

Sep. 2019 - Dec. 2019

Redmond, WA

 $Data\ Science\ Intern$

- Frequent Snippet Extraction from Telemetry: Extracted short scripts a.k.a snippets of Azure CLI commands from usage telemetry by splitting telemetry into individual usage sessions and finding frequent n-grams of successful commands, to generate concise and intuitive snippets.
- Human Language to Snippet Search: Used FastText word embeddings and Azure documentation to resolve out of vocab (OoV) words, fix typos, perform query expansion, etc. in an incoming query. Developed a novel code search technique using the tree-like hierarchy of Azure CLI commands to translate human language queries to snippets of Azure CLI.
- Snippets Extension for Visual Studio Code: Wrote a VS Code extension demonstrating the snippet search approach (Demo Video) using Python, Flask and typescript; presented at Microsoft Azure+AI Conference.

Microsoft Corporation

Jan. 2019 - Apr. 2019

Redmond, WA

Data Science Intern

- Azure CLI Command Example Generation: Worked on an AI project to generate examples for Azure-CLI documentation using telemetry. Generated example templates using the most impactful command and parameter combinations in telemetry. Scraped CLI examples from StackOverflow, Github Issues, Blog posts etc. and extracted parameter values to reduce placeholders (instances where the we can't generate values for a parameter) in generated examples by >55%.
- Parameter Type Classifier: Trained a machine learning model to classify command parameters into types (e.g. String, Integer, Filepath, IP-Address, etc.) and used it to further improve example quality by ensuring type-accurate values are selected during example generation. Pipelined the entire process of data collection, feature engineering and model training and deployment.
- Automatic Example Submission Pipeline: Wrote a pipeline to automate example validation and submission of PRs containing new examples to Azure-CLI Github repo and Azure Docs. Used this pipeline to add examples to the documentation of high-impact Azure CLI modules that receive >96% user request share.

Microsoft Corporation

Software Development Engineer

May. 2018 - Aug. 2018 *Vancouver*, *BC*

• Streaming Install Feature: Implemented streaming install for Gears of War 5 on Xbox, allowing users to play the game as it installs, using C++, Windows Runtime Library and Xbox XDK.

• **DLC Install Pipeline**: Implemented Downloadable Content (DLC) installation pipeline for the game using Concurrency Runtime and Xbox API.

Capcom Vancouver

Software Engineer

Sep. 2017 - Dec. 2017 Vancouver, BC

• Remote Build Tool: Developed a command line tool to trigger remote builds using Python and TeamCity and integrated it into project's build system and Perforce.

• Performed tasks like parallelizing build scripts, writing smoketests and collecting build statistics for analysis.

Next Level Games Inc.

Jan. 2017 - Apr. 2017

Rendering Programmer

Vancouver, BC

- Material Editor Tool: Worked on a material editor tool using C# and .NET. Implemented various features such as the ability to open multiple tabs at once, file search, joystick control within viewport, etc.
- Graphics Regression Detection Tool: Developed a web-based image comparison tool to visualize game's screenshot comparison data using ImageMagick, Mako, Python, HTML and javascript. Implemented a scalable, well-documented solution to enable engineers to easily detect graphics regressions after each build.

PATENTS AND PUBLICATIONS

- Spandan Garg, Paul Harrington, Roshanak Zilouchian Moghaddam, Chen Wu and Neel Sundaresan. 2021. Pattern-based Bottleneck Detection and Patch Generation (Patent filed).
- Spandan Garg, Roshanak Zilouchian Moghaddam, Chen Wu, and Neel Sundaresan. 2021. PerfLens: A Data-driven Performance Bug Detection and Fix Platform. In *Proceedings of the 10th ACM SIGPLAN International Workshop on the State of the Art in Program Analysis (SOAP'2021)*.
- Spandan Garg, Paul Harrington, Roshanak Zilouchian Moghaddam, and Chen Wu. 2021. Performance Bug Detection and Code Recommendation (Patent filed).
- Spandan Garg, Roshanak Zilouchian Moghaddam, Yevhen Mohylevskyy and Jason Shaver. 2019. Command-line Script Generation with Relevance Search (Patent filed).
- Spandan Garg, Roshanak Zilouchian Moghaddam, Jason Shaver and Neel Sundaresan. 2019. Machine Generated Examples of Command-line Commands with Parameter Values (Patent filed).

SCHOLARSHIPS AND AWARDS

- University of Waterloo, Department of Math: Dean's Honours List
- University of Waterloo, Department of Engineering: Graduation with Distinction
- University of Waterloo, Department of Engineering: President's Scholarship
- Alberta Education: Alexander Rutherford Scholarship

HOBBIES: Sketching (Link To Artwork), Computer Graphics (Link To Graphics Demos), Running, Badminton