

Krishna Rajendram Bashyam

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EDUCATION

Arizona State University

Master of Science in Computer Science

Tempe, AZ

Aug 2021 - May 2023

National Institute of Technology Trichy

Bachelor of Technology in Computer Science and Engineering

Tiruchirappalli, India

Jul 2014 - Jun 2018

EXPERIENCE

Compass

Software Engineer II

Hyderabad, India

Nov 2020 - July 2021

- Improved startup time by 8x, increased number of active users by 3x, ensured 99.9% crash free user sessions in the android application.
- Worked on the architecture and non-functional requirements of the mobile app including performance metrics and optimization.
- Collaborated with the product, design, QA teams and led a team of 4 junior developers for building end-to-end features.
- Developed an engine for server-driven UI using Jetpack compose.

Arcesium (D.E. Shaw)

Senior Software Engineer

Hyderabad, India

Jan 2020 - Oct 2020

- Redesigned monolithic pricing applications and infra to active-active architecture using Kafka and containerization, improving processing performance by 4x.
- Worked on end-to-end design and development of REST APIs for London Inter-Bank Offered Rate (LIBOR) Cessation.

Software Engineer

July 2018 - Dec 2019

- Worked on developing pricing applications to snap and persist prices for more than 10k securities per day using computational models.
- Developed and onboarded 10+ clients to a quantitative finance platform using Spring, Kotlin, AWS S3 and JNI.
- Developed a Gradle plugin to integrate gRPC and protobuf with an in-house framework for exposing services.

Software Engineer Intern

May 2017 - July 2017

- Automated price uploads by implementing a web-based self-service tool which reduced upload time by 75%.
- Developed a configurable parser for parsing and persisting price files.

Delta Force

Lead Student Developer

Tiruchirappalli, India

Aug 2015 - May 2018

- Led a team of 8 developers to build a reusable app (5k+ downloads) for 3 college fests - [Play store link](#)
- Features include fest schedule, virtual assistant, AR games and navigation.
- Technologies used: RxJava, RxAndroid, Dagger2, Retrofit, FCM, TravisCI, AR.

TECHNICAL SKILLS

- Programming:** Kotlin, Java, SQL, C, JavaScript
- Frameworks and Tools:** Spring, Gradle, Docker, Kubernetes, AWS, Kafka, HDFS, Redis, Android, RxJava, React

PROJECTS

Repair pipelining for Clay-Coded Storage | [Code](#) | [Paper](#)

Published, IEEEExplore, COMSNETS, 2021

- Built a distributed file storage prototype incorporating clay erasure coding.
- Proposed and implemented repair pipelining for clay codes to improve performance upto 70% and reduce bandwidth by 4x.

Eclipse Vert.x | [Code](#)

Open source

- Add support for http2 web push and link preload.
- Add configurable suffix for compressed files and tests in StaticHandler.

Popview Android | [Code](#)

Open source

- Android library available on jcenter with over 400 stars on github.
- Pop animation with circular dust effect and traceback animation.

Raft Consensus | [Code](#)

- Raft consensus protocol with spring, vert.x, kubernetes implementations.

Distributed File Sharing | [Code](#)

- Distributed file sharing using cluster of servers for indexing and upload restrictions and websocket clients to handle chunked files.
- Technologies used: Vert.x, Apache Ignite as cluster manager and data store.

ACHIEVEMENTS

- Winners**, inGenius Hackathon '16, Sharing wifi credentials using sound waves.
- Top 5**, inOut Hackathon '17, Distributed computing mobile framework.
- Runners up**, Pragyan '16, Fall detector and client