Vineet Naik

Bangalore, India

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Seasoned software engineer with 15+ years of experience that includes building and maintaining terabyte-scale production systems. Strong focus on performance, stability, resiliency, observability, and security. Proven track record of building high-quality, long lasting solutions. Active open source contributor.

Available for part-time or full-time roles, preferably those leveraging Rust, PostgreSQL, and/or local-first technologies.

TECHNICAL SKILLS

- Full-stack development
- Databases (operational & internals)
- Distributed systems
- CD/CI & automation

- Documentation
- Process standardization
- Code reviews & Mentoring
- Open source software

Languages: Rust, Javascript, Typescript, Clojure, Python, Bash, Emacs Lisp
Databases: PostgreSQL, Yugabyte, SQLite, MongoDB, Redis, Elasticsearch
Other technologies: Vue.js, IndexedDB, AWS, Git, Kafka, Containers/VMs, Ansible

EXPERIENCE

Sabbatical/Career break   Oct 2023 - Present
Independent developer

- captrice.io: A guitar practice app that I'm building as a "passion project" using Rust (compiled to webassembly), Vue.js, PostgreSQL and the local-first paradigm.
- Open source contributor in cosdata - a vector database and AI platform written in Rust. Implemented low-level buffered-IO abstraction and metadata filtering functionality in HNSW index.
- HINT: A home-inventory tracking app that can generate grocery checklists. It's an invite-only app I built for myself + family & friends. Written using Axum (Rust), Vue.js and PostgreSQL.

Helpshift, Remote   Jan 2020 - Sep 2023
Staff engineer, platforms team

- Led the efforts to stabilize and scale a critical PosgreSQL cluster after a major outage. Published a blog post about it.
- Migration of transactional data from MongoDB to Yugabyte with near zero-downtime, unlocking horizontal scaling of writes. Major contributions in achieving operational stability of the self-hosted Yugabyte cluster.
- Led migration of multiple PostgreSQL clusters across AWS regions with zero-downtime as part of a larger migration project that gave us $2M+ savings per year in AWS bills. Co-authored a blog post about it.

Helpshift, Pune,   **Oct 2018 - Dec 2019**
Staff engineer, "Architects" team

- Foundational work on an extensible framework for integrating Helpshift with external messaging platforms such as Facebook, SMS, Apple business chat, Whatsapp, Discord.
- Proposed, designed, implemented and ensured company-wide adoption of a Clojure framework for gradually modularizing a large monolithic code base, reducing the test suite duration by 20-30%.
- Standardization of processes and tooling for platform/architecture reviews, incident reports, change management, on-call runbooks/workflows. Successfully addressed issues such as internal & external communication about major releases, on-call fatigue etc.
- Trained and mentored multiple junior and senior ICs.

Helpshift, Pune,   **Aug 2014 - Oct 2018**
Sofware artisan, "Prodeng" team

- Built a language-agnostic job scheduling platform on Jenkins that reduced SLA breaches by approx 95% and ensured default observability for all batch jobs. Presented at Rootconf 2018 (video). In use as of Sep 2023.
- Designed, implemented and maintained self-served release automation platform (AWS, ansible, gerrit, JIRA, Jenkins) enabling developers to deploy about >50 services independently and safely, with automated tagging, CD/CI, canary deployments and rollbacks. In use as of Sep 2023.
- Custom solution for incremental backups of Apache Kylin data stored in HBase. It leveraged the existing Java libraries in the Hadoop ecosystem through Clojure and used SQLite for backup metadata.
- Implemented and maintained tooling for local/dev setup by reusing the production ansible workflows developed by our devops/infra team.

Kodeplay, Mumbai,   **Jul 2009 - Jul 2014**
Technical Lead

- KodeCRM, an interactive chat solution and CRM for ecommerce site owners (dysfunctional).
- KodeLearn - Open source learning management system.
- Multi-vendor ecommerce and marketplace extension for Opencart.
- In the initial years, we offered software services as well. Kodeplay was a fully bootstrapped company. I was the first employee.

Greaves Cotton Ltd., Pune,   **Jul 2007 - Jul 2008**
Manufacturing trainee engineer

- This was my first job after graduation, before I found interest in the field of software engineering and computer science.

EDUCATION

Bachelor of Engineering, Mechanical (2003 - 2007)
Rajiv Gandhi Institute of Technology, Mumbai University