PRIYANSHI SOMANI

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EDUCATION

University of Massachusetts Amherst   *Jan 2021- Apr 2022*
MS in Computer Science   *GPA:3.5/4*
Courses: Machine Learning, Distributed Operating Systems, Secure Distributed Systems, Advanced Natural Language Processing, Introduction to Network Security

National Institute of Technology Bhopal   *Aug 2013- May 2017*
B.Tech in Computer Science Engineering   *CGPA:8.8/10*
Courses completed: Database Management System, Computer Networks, Data Mining, Object Oriented Modeling and Design, Data structures, Operating System, Artificial Intelligence, Algorithms, Probability

INDUSTRY EXPERIENCE

Rubrik (Software Engineering Intern)   *May 2021 - Aug 2021*
- Goal to reduce volume of error logs published on ElasticSearch.
- Employed Kafka streaming for processing log streams from different services and extract insights.
- Identified top verbose error log patterns which when filtered led to reduction in volume by 25 %.
Technologies Used: Python flask RESTplus, Apache Kafka, Redis, AWS(MSK, ECS, ELB), Docker, Drain3

Adobe Inc. (Software Engineer-II)   *June 2017 - Jan 2021*
- **Developed an anomaly detection system to find any inconsistencies in the stream of artifacts produced by a software product/service.**
- Applied density based K-means clustering on input data that was generated based on size and the time of generation of the artifact.
- It caught more than 4000+ failures in a span of the first 3 months of its rollout.
- It was integrated by multiple products to improve the quality of their artifacts delivery.
Technologies Used: Java 8, Python, Tibco EMS, MySQL, Git

- **Implemented named user licensing in Adobe Lightroom app and move out of legacy serial based licensing.**
- This change contributed to mitigation of piracy that affects revenue from subscription.
Technologies Used: C++, Objective-C, Git

- **Developed end to end automation for Adobe Lightroom Classic CC.**
Technologies Used: Python, Jenkins pipeline, Shell Scripting, Artifactory, Chef infra, OpenStack APIs

PROJECTS

Implemented unstructured distributed p2p network simulating a bazaar with buyers and sellers.

Generated an undirected graph, by randomly adding k edges through a random walk methodology.
- Used gRPC's asynchronous/non-blocking APIs for remote procedure calls.
Technologies Used: C++ , gRPC, protobuf, docker

TECHNICAL SKILLS

Programming Languages	C++, Python, C
Libraries and frameworks	MySQL, Github, Numpy, Scikit Learn, REST APIs, Confluent Kafka, Drain3, Docker