Varun Patil

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EDUCATION

University of California, Los Angeles

Ph.D. Candidate, Computer Science (Advisor: Lixia Zhang)

M.S. Computer Science

Indian Institute of Technology Bombay

B. Tech. Mechanical Engineering

Minor in Computer Science and Engineering, Institute Technical Roll of Honour

California, USA Dec. 2020 - present Sep. 2020 - Dec. 2021

Mumbai, India Jun. 2016 - Aug. 2020

Experience

UCLA Los Angeles, California Apr. 2021 - present

Graduate Student Researcher - Internet Research Laboratory

- Conducting research on Named Data Networking with focus on distributed data synchronization protocols Selected Publications
 - Patil, Desai, Zhang, 2022. Kua: A Distributed Object Store over Named Data Networking. ACM ICN '22
 - Moll, Patil et al. 2022. The Evolution of Distributed Dataset Synchronization Solutions in NDN. ACM ICN '22
 - Patil, Song, Xiao, Zhang, 2022. Scaling State Vector Sync. ACM ICN '22
 - Moll, Patil, Zhang, Pesavento, 2021. Resilient Brokerless Publish-Subscribe Over NDN. IEEE MILCOM '21
 - Patil, Moll, Zhang, 2021. Supporting Pub/Sub over NDN Sync. ACM ICN '21
 - Moll, Patil, Sabharwal, Zhang, 2021. A Brief Introduction to State Vector Sync. TR-NDN-0073
- Authored the reference implementation of the State Vector Sync protocol
- Implemented a network and security simulator-visualizer (NDN-Play) for running experiments in the browser

LabN Consulting, L.L.C.

North Bethesda, Maryland

Software Engineering Intern - LCPS

Jun. - Sep. 2022

- Worked on porting a legacy implementation of the RSVP-TE protocol to the FRRouting software suite
- Ported the legacy code and tests to run on 64-bit hardware and implemented shims for integration with FRR

IIT Bombay Mumbai, India

Software Architect & Developer - Single Sign On, Computer Centre

Sep. 2019 - Sep. 2020

- Drafted a policy framework for enforcing multi-factor authentication on a diverse 10000+ organization
- Implemented an OAuth2/OIDC/SAML provider for authorization over LDAP-TOTP-FIDO authentication
- Implemented a very high performance geolocation provider (GeoIPNS) for suspicious activity detection
- Authored popular open source plugins for migrating <u>Nextcloud</u> and <u>Roundcube</u> webmail to OpenID Connect
- Conceptualized and developed Android and iOS clients for secure user-initiated passwordless authentication
- Integrated authentication with SAML federated identity for Azure Active Directory and Google Workspace

Institute System Administrator & Developers' Community Overall Coordinator

Apr. 2019 - Jun. 2020

- Led the community of software developers at the institute comprising of a 3-tier technical student team
- Administered the student datacenter hardware infrastructure and migrated from virtualization to LXC
- Developed a secure solution to digitize workflows in a decades-old system in emergency response to COVID-19

Undergraduate Researcher

• Worked on data processing and neural net architecture for correcting grammatical errors with deep learning

Mercari, Inc. Tokyo, Japan

Backend Software Engineering Intern - Product Catalog

Jul. 2019

May - Jul. 2018

- Worked in an agile team to develop an industry-grade management tool for an arbitrarily large dataset
- Set up continuous integration and deployment over Kubernetes using CircleCI and Terraform

SOFTWARE PROJECTS

Memories | PHP, Vue.js | 1.5k+ GitHub stars

2022 - 2023

- Efficent and feature-rich photo management app for Nextcloud, supporting large media libraries
- First FOSS self-hosted photo manager to have all basic features of commercial alternatives

Imperials | Golang, React

2021 - 2022

• Free (and ad-free) web alternative to the Settlers of Catan board game with beautiful graphics

InstiApp | Django, Angular, Android, Flutter

2018 - 2020

- Open source university student activity platform for events, organizations, news, food, maps, etc.
- Basic functionality covers notifications, a search engine and hierarchical permissions and access control
- More advanced features include event advertisements to targeted groups, users interests, achievements etc.
- The project uses 8+ programming languages, supports all major platforms and has 100% backend test coverage
- I led the original team of 10+ developers, and the IIT Bombay deployment had 8000+ active users in 2020

MKXP Ports | Ruby, C++, GLES, Java, WebAssembly

2015 - 2019

- Eight Windows games ported to Linux, macOS and Android using a popular open source engine
- Ported the GLES game engine to the web with Emscripten and adapted for asynchronous asset loading

TECHNICAL SKILLS

Advanced: JavaScript/TypeScript, Python, C++, Golang, Docker, Git

Intermediate: C#, Ruby, Java, PHP, C, Lisp, Lua, Kubernetes