Sachin Boban

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University of Utah

MS Computer Science

National Institute of Technology, Calicut

BTech Computer Science

2018 – Present Salt Lake City, UT 2009 – 2013 Calicut, India

O Programming

Languages C (over 5 years of professional development experience), assembly (ARM and x86_64), C++, Python, JavaScript, ReactJS

Tools/Platforms GDB, UNIX/LINUX, x86_64, ARM (Cortex-M7)

Experience

Broadcom Limited

Dec. 2015 – Jun. 2018

Software Development Engineer

Bangalore, India

- > Designed and developed **device drivers** such as ADC, Watchdog, UART etc., with a simple interface for the framework layer
- > Designed and developed a custom **shell** with support for built-in commands, command history and shortcut keys, **providing a simple and robust interface for unit and system testing**, with stack usage limited to 128KB.
- > Established the documentation and its review process for the entire team, which **ensuring all documents are** reviewed and synchronized with the code at all times.

Broadcom Communication Tech. Pvt. Ltd

Jul. 2013 – Aug. 2014 Bangalore, India

Engineer - Software Development

> Developed and maintained a /proc file interface for reporting memory usage for Android 4.4.2, paving the way for a better memory management at the Mobile Platform Solutions group.

> Developed and maintained unit testing, which **identified and aided in debugging numerous bugs** for NAS team under LTE modem

△ Projects

> An Arduino based gesture controlled robot, with wireless (RF) controls.

Timer App

C)/timer-app

> A simple web based count down timer built using ReactJS.

> A visualization project based on FIFA20 player ratings to visualize and compare the skills of soccer players.

DRAM Performance Evaluation

> A study undertaken towards understanding various factors affecting DRAM performance and their effects using DRAMSim2, while working as intern under *Prof. R Govindarajan, Indian Institute of Science, Bangalore.*

Virtual Machine Security

> A study on the existing security issues associated with the roll-backing mechanism in Virtual Machines and exploration of possible solutions.

Malware Classification O/malware-classifier

> A security project towards detecting a malware by classifying it into a malware family using Kernel Object Behavioral Graph Clustering. The project gave us an hands-on experience on the basic ways of detecting and identifying a malware.