



Nishanth Nagendra

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TECHNICAL SKILLS

Programming: C, C++
Platform: Unix, Linux
Programming: Pthread, Posix Socket API, other IPC's, Debugging tools (gdb, valgrind, splint),
Tools/Libraries gprof, Basic level usage of C++ STL, Wireshark, Tcpdump, OpenMP, MPI
Project Mgmt.: ViM Editor, GNU Build System (Autotools), Git, Version mgmt. and Defect tracking
using IBM's Rationale Software
Total Experience: 4 yrs, 4 months

PROFESSIONAL EXPERIENCE

Research Assistant (Part Time)

Jul 2014 – Oct 2016

Chair for Architecture of Parallel and Distributed Systems,
Technical University of Munich

Munich, Germany

- **InvasIC – Invasive Computing** (<http://invasic.informatik.uni-erlangen.de>)

1. Research and Development of plugins to extend an open source, highly scalable, cluster resource management and job scheduling system called SLURM. This helped achieve an early prototype to demonstrate support for Invasive Computing.
2. Developed the support for visualization of runtime scheduling decisions in the Vampir tool with the help of Open Trace Format (OTF) library (open source).
3. Evaluated the prototype by simulating on a single node as well as on a small scale cluster emulated using virtual machines. Analysed visualization results in the Vampir.
4. Tech Specs: C, Posix library, SLURM, OTF library, MPI, Perl, gdb, valgrind, git, Oracle VM Virtual Box, Vampir

- **AutoTune – Automatic Online Tuning** (<http://www.autotune-project.eu>)

1. Extended the performance capping plugin by implementing and evaluating a simple linear regression technique to model the performance of an OpenMP application for energy efficiency and using the same for making simple predictions.
2. Evaluated the compiler flags selection plugin by testing it against various benchmark scientific applications for precision, robustness and performance.
3. Tech Specs: C++, Periscope Tuning Framework, OpenMP, gdb, valgrind, git, Autotools

Senior R&D Engineer

Aug 2011 – Sep 2013

Mavenir Systems (now Mitel)

Bangalore, India

- Low level design, and, Implementation of new features in the AirMessenger messaging product.
- Involved in the enhancement of several modules relating to SMPP, billing, LDAP, traffic logging, message receiver/delivery, message store, queuing, retrieval and retrying functionalities.
- Testing, Documentation and Product support for bug fixes after live deployment.
- Tech Specs: C, MAP, SMPP, DCCA, Wireshark, gdb, Postgres, ClearCase, ClearQuest

- Implemented the support for migration of a VoIP product (Sonus ASX) from IPv4 to IPv6. This involved low level design, and, enhancement of protocol specific modules like SIP, DIAMETER etc. along with unit, functional and system testing using scripts and softphones.
- Underwent training for 2 months on UMTS technology, product based training on RNC, Uplane software. Performed sustenance, feature enhancement and resolved small bugs.
- Simulation of X2AP – an LTE specification [at Aricent Training Facility]. A short team project which involved programming with sockets, threads, Unix IPC facilities like message queues, and, pipes.
- *Tech Specs: C, C++, TCP / IP Socket Programming, SIP, Diameter, Wireshark, gdb, valgrind, gcov, splint, ClearCase, ClearQuest, CVS*

EDUCATION

Master of Science in Informatics

Technical University of Munich, GPA: 1.3 / 5.0 (1.0 – Best)

Oct 2013 – Jul 2016

Munich, Germany

Bachelor of Computer Science and Engineering

Atria Institute of Technology, GPA: 79.24 / 100

Thesis Topic : Implementation of an Image Editing Software and A JPEG Compression Utility with the help of Matlab

Aug 2005 – Jul 2009

Bangalore, India

ACADEMIC PROJECTS

Master Thesis: Job Scheduling for Adaptive Applications on Future HPC Systems *(Team Size: 1)*

Nov 2015 – Jul 2016

Research, development and evaluation of a dynamic and flexible scheduling strategy for adaptive parallel applications. This approach is based on a new negotiation protocol between batch and runtime schedulers and their new algorithms respectively. The framework has been developed in SLURM.

A Protocol for Integration of Invasive Resource Management into Existing Batch Systems *(Team Size: 1)*

Apr 2015 – Oct 2015

Research and development of a new negotiation protocol similar to the ones used in resource management systems for Cloud. Developed the protocol communication infrastructure, a new plugin in SLURM along with a dummy runtime scheduler to simulate the negotiation protocol.

Implementation of a Metaheuristic for the Discrete Network Design Problem *(Team Size: 1)*

Dec 2014 – Nov 2015

Researched and development of a metaheuristic approach to solve traffic network design problems. Implemented a Genetic Algorithm in C along with the Modeling and Solving of the optimization problem using FICO Xpress Optimizer library in C++. Evaluated the algorithm under various settings with small to large scale traffic networks for correctness, performance and effectiveness.

Parallelization of Applications using OpenMP and MPI *(Team Size: 3)*

Apr 2014 – Aug 2014

Parallelization of the given heat simulation code in C using OpenMP. Parallelization of the minimax and alpha-beta search techniques in the given two player game (C++) called "Abalone" using MPI.

PERSONAL SKILLS

Organizational Skills: Experience working in small / large software development teams both in a flat and vertical hierarchy. Strong experience of the full software development lifecycle.

Language Skills: Proficient - Kannada, English and Hindi. Basic – German, Sanskrit

Hobbies and Interests: Dancing, Cooking, Biking, Playing Violin