

Tejas Wilkhoo

twilkhoo.com | twilkhoo@gmail.com | github.com/twilkhoo | [in/twilkhoo](https://in.twilkhoo) | 416-839-7140

Education

University of Waterloo September 2021 – April 2026 | 88.17% / 3.88 GPA

Bachelor of Computer Science, Minor in Management Studies, Specialization in Artificial Intelligence

Experience

Google - STEP Intern, Counter Abuse Sunnyvale, CA, May 2023 – August 2023

- Launched a mechanism to programmatically identify URLs belonging to Google Compute Engine and enforce malicious VMs, yielding a 10x increase in malicious Compute Engine users evaluated.
- Deployed Golang scripts on Google's anti-abuse platform to determine policy violations of abusive actors and to dynamically schedule takedowns based on individual user conditions.
- Wrote C++ services for DNS/IP lookups, and reprovisioned the existing lookup pipeline to undergo a 99.8% load decrease by redirecting traffic to a feature cache.

Google - STEP Intern, Google Kubernetes Waterloo, ON, May 2022 – August 2022

- Contributed to an ML-based bug triaging tool that reduces time spent debugging integration/end-to-end tests by routing bugs and de-duplicating test failures.
- Engineered a feature generator that extracts test data from Google's database and processes it to be ingested by a clustering module, improving existing clustering accuracy by 21%.
- Implemented a custom Go server using Pub/Sub queues, gRPC, and Protobufs to communicate with other Google services, minimizing latency to 3700ms (75% decrease from previous) per execution.

UW Blueprint - Technical Lead Waterloo, ON, May 2022 – April 2023

- Directed a team of 5 developers to complete a registration and management service (React, MongoDB, Stripe) for Focus on Nature, an organization that provides workshops to 20,000+ students and 146 schools in Ontario.
- Built backend (PostgreSQL, Apollo GraphQL) and frontend components for the 100+ volunteers of Sistering, an organization that provides aid to thousands of women in precarious housing situations.

Projects

Digitize: A two-player C++ game based on Stratego, built with the MVC Architecture, various design patterns for class modeling, and X11 graphics to provide both visual board representation along with command line.

Art of Motion: A C++ odometrical position tracking system and a custom 2D motion-profiling algorithm that brings VEX autonomous robots within 15mm of a specified cartesian target, 60% closer than built-in functions.

WLP4 Compiler: A C++ compiler that compiles a subset of C to MIPS assembly, with optimizations (constant folding, loop unrolling, loop invariants) that reduce compilation size by 35%.

My Music Mix: A web app to store and play music using the Deezer API, supporting async song search and authentication/storage using Firebase.

Technical Skills

Languages: C++, Go, Python, C, Java, JavaScript, TypeScript, GraphQL, SQL, HTML/CSS

Libraries/Frameworks: React, Next.js, Node.js, Express.js, NumPy, Pandas

Tools/Platforms: Git, Mercurial, Docker, Firebase, MongoDB, PostgreSQL, SQLite3, gRPC, Protobuf, Apollo