Naman Sood

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Education -

University of Waterloo Bachelor of Computer Science - 3.9 GPA

Sep 2019 - Apr 2024

· Relevant Coursework: Operating Systems, Concurrency, Networks, Security, Data Structures & Algorithms

Skills

Languages JavaScript/TypeScript, Go, Rust, C++, C, Python, Scala, HTML/CSS, Shell, Haskell Technologies Git, Docker, Kubernetes, AWS EC2/S3, gRPC/Protobuf, React, SQL, MongoDB

Experience -

Tailscale Co-op Software Developer

Toronto, ON · Sep 2023 - Dec 2023

FreeBSD Foundation Software Developer Intern

Kitchener, ON • May 2023 - Aug 2023

- Modernized firewall infrastructure by adding support for IPv6 multicast addresses in firewall state-syncing kernel module.
- Enabled peer-to-peer networking over PF firewall by porting full-cone NAT to current code, showing 3x performance gain.
- Ensured compatibility with container infrastructure by patching Conmon monitoring software to fix regressions on FreeBSD.
- · Enhanced reliability by fixing longstanding bugs in C core system utilities, used for user management and disk monitoring.

data.world Software Engineer Intern

Austin, TX • May 2022 – Aug 2022

- Spearheaded Databricks and Apache Spark support in Java-based data catalog service by integrating JDBC database drivers.
- · Boosted user productivity in code editing workspace by generating autocompletions for RDF classes and properties.
- Delivered key usability improvements to code workspace in areas like error visibility and autogeneration of code snippets.
- · Refined syntax highlighting for SPARQL queries by improving regular expressions used to parse language constructs.

Carta Software Engineer Intern, Infrastructure

Kitchener, ON • Sep 2021 - Dec 2021

- Designed distributed gRPC logging system using Apache Fluent for scalable auditing and compliance across organization.
- Created proof-of-concept for logging system using Kubernetes DaemonSets, with ConfigMaps to deploy custom configurations.
- Enforced standardization of Protobuf definitions for over 300 microservices by designing static analysis tool in Go.
- Optimized build times by 10x for Docker images by simplifying package requirements to allow precompiled dependencies.
- · Improved system availability by identifying and removing bottlenecks in Redis server connections in Python library.

Tailscale Software Engineer Intern

Toronto, ON • Jan 2021 - Apr 2021

- Introduced cloud/serverless support by emulating TCP/IP stack in userspace for Docker containers, using Google gVisor.
- Enabled standardized communication using SOCKS5 protocol over Tailscale VPN by implementing proxy server in Go.
- Streamlined deployments in cloud environments by creating single-session authentication keys with auto-cleanup.
- $\bullet \ \, \text{Developed a GitHub Action} \, \square \, \text{ for end-users that allows } \, \textbf{plug-and-play security} \, \text{for CI/CD pipelines}.$
- Expanded outreach within the technical community by writing long-form content for corporate blog. 2

University of Waterloo Research Associate

Waterloo, ON • May 2020 - Aug 2020

- · Optimized Go consensus system to 3x throughput by increasing maximum transaction count sent in each message.
- · Streamlined deployment of project by using Docker images to generate repeatable builds across diverse environments.
- · Assisted distributed systems research by conducting experiments on AWS EC2 and analyzing performance data in gnuplot.

Creesync Software Software Engineering Intern

New Delhi, India • May 2019 - Aug 2019

- Simplified distribution of professionally clicked photos by building Electron and React Native apps.
- Designed and deployed API to upload and preview photos in low-bandwidth situations using Node.js and AWS S3.

Projects -

CHIP8-rust 2 Rust

Emulator for CHIP-8 microprocessor. Simulated behavior of machine instructions with Rust, created graphics in framebuffer.

Clay ☐ C, x86 Assembly

A minimal x86 operating system. Handled tasks like interrupts, timers, paging, while balancing performance and maintainability.