

Utsav Munendra

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EDUCATION

University of California, Los Angeles

Expected June 2022

Bachelor of Science (BS) in Computer Science

- **GPA:** 3.96
- **Tutoring Chair** at UCLA Upsilon Pi Epsilon (UPE) CS Honor Society
- **Learning Assistant and Reader** for CS 33 (Computer Organization)
- **Dean's Honor List** for seven quarters at UCLA

TECHNICAL EXPERIENCE

Verkada

January 2021 – April 2021

Embedded Systems Engineering Intern

San Mateo

- Developed Go services to setup encrypted volumes, create partitions, mount filesystems and audit SD card temperature
- Assisted in new board bring-up by modifying Bitbake and C++ build system
- Fixed bugs across C++, Go and Python codebase
- Created test rack for new camera models

Green Hills Software

June – August 2020

Software Engineering Intern

Santa Barbara

- Increased performance by 4% of GHS Embedded Systems Debugger by making inter-process communication more efficient
- Built simplified models of GHS JTAG and Trace Decoding software to characterize the performance difference seen when decoders were run on Windows vs. Linux
- Isolated a bug manifesting in the boot sequence of a Qualcomm Snapdragon SoC which never reproduced in nightly validations for two months

PERSONAL PROJECTS

WebAssembly Runtime for MBed OS

September – December 2020

- Ported WebAssembly Micro Runtime (WAMR) and its interpreter to run on unsupported ARM MBed OS targets
- Setup and explored WAMR's execution of various WebAssembly modules on Zephyr OS to understand its working
- Modified the build system of WAMR and linked MBed specific kernel interface to WAMR's API

Microsoft Visual Studio Code – Open Source

July – September 2019

Open Source Developer

- Developed an extension in TypeScript to help students debug C/C++ programs, extension got installed more than 600 times in its first month.
- Merged fix resolving bugs relating to the git implementation of VS Code
- Reviewed Content Security Policy (CSP) of major VS Code extensions and improved the CSP of two of those

COURSEWORK

- Embedded Systems
- Computer Vision
- Computer Graphics
- Operating Systems
- Software Engineering
- Hardware Logic Design

SKILLS

Programming

Languages:

Proficient:

- C/C++

Intermediate:

- Go
- Rust
- TypeScript
- Python
- Java

Technical Tools:

- Git, SVN
- Bitbake, CMake
- Bash
- Docker