

Vishaal Prasad

510.364.2846 · Oakland, CA · vishaal56@gmail.com · vishaal.me

Experience

Uber Technologies, San Francisco · Software Engineer II

May 2018 – *Current*

- Working to develop and maintain login/signup, authentication, and identity configuration flows in production applications (rider, driver, eats, and others).
- Unified Sign-up & Login – Developing a new login/signup flow live in multiple applications to fulfill the company's need to consolidate user authentication across different business verticals.
- OAuth – Integrated OAuth 2.0 to secure server-client communication in multiple applications on hundreds of millions of devices globally.
- Opt-in 2FA – Zero-defect launch of opt-in 2FA and TOTP (Time-based One-Time Password), seen by dozens of users each hour, and tens of millions of users have opted in so far. Feature presented by CEO at a global road show in New York City.
- Email OTP & Phone/Email Verification – Flows and in-app nudging to improve rider email verification rate from 20% to 30% and driver mobile verification rate, which is tapped on by drivers 17% of the time when in-app button option is presented, prompting to verify email.
- Solo Android Engineer on Identity Management & Customer Identity team for over half a year in 2019, maintaining the team's Android libraries and handling inbound requests, while building new flows.

TripIt Inc., San Francisco · Mobile Software Development Intern

Summer 2017

- Rebuilt and enhanced the most frequently used TripIt Pro feature, Alternate Flights, for Android, used by over 1 million TripIt Pro users globally.
- Migrated internal SQLite database to use Android Architecture Components.
- Collaborated with UX and back-end development team and worked in an Agile environment as part of the travel reservation Scrum team.

ThrowMotion Inc., Sunnyvale, CA · Mobile Development Intern

January 2016 – June 2017

- Developed and designed an Android application for the ThrowMotion Cricket Table simulation game, currently live in five countries.
- ThrowMotion develops tabletop simulation games for cricket and baseball with user connectivity for scorekeeping and account management.
- Prepared design documentation and coordinated development with overseas employees.

Cisco Systems, San Jose, CA · Software Development Intern

Summer 2015

- Cisco Instant Connect – Worked across US and overseas teams to develop an Android application to support real-time, cross-platform, communication.

Summer 2014

- Cisco Patient Connect – Designed UX for various Patient Connect features, live in tens of thousands of hospital patient rooms in the country.

- Developed test-cases, performed end-to-end feature testing, and aided onsite in initial product deployment.
- Worked onsite at Parkland Hospital to install and deliver in the Production environment. Enabled Patient Connect features, including Live TV, Education Videos, Patient Medication and Schedule Information in Patient Rooms, Doctor Offices, Reception areas and Outpatient areas. I worked with the Cisco Delivery Team to bring the Patient Connect solution ready for use by Patients and Clinical staff when the hospital opened later that year.

Summer 2013

- IP Central Import Tool – Developed Java code to automate the importing of Linux open source assets into the Cisco Intellectual Property tracking system, saving days of work for each version of the OS, a previously manual task.

Education

San Jose State University, San Jose, CA · B.S. Computer Science

May 2018 – GPA 3.5/4 – Dean's Scholar Award

Solving Big Data Problems · Database Management I & II · Introduction to Artificial Intelligence