

YASH PARGHI
yash@yashparghi.com
Remote / Chapel Hill, NC

Infrastructure Engineer, Independent contracting / Remote / Aug 2016 - present

- Past projects: production infrastructure (inc. AWS and GCP), server/API implementation from scratch, data pipelines, third-party integrations
- Chief Technology Officer for Nytech, a person-to-person local shopping startup
 - Oversaw all technical systems and processes in the server and app infrastructure
 - Developed the server and app code (Android & iOS) to launch readiness
 - Managed a team of two contractors

Independent Game Developer / Brooklyn NY / Feb 2015 - June 2016

- Designed and developed the adventure game "K Station," launched on Steam

Software Engineer, Etsy / Brooklyn NY / Aug 2013 - Feb 2015

- Managed continuous deployment and automated testing infrastructure (Jenkins)
- Collaborated with other teams on unit and system testing for their projects
- Wrote the Testing Best Practices Guide and Testing 101 CodeLab (<https://github.com/etsy/Testing101>)

Software Engineer, Google / New York NY / Mar 2011 - May 2013

- Engineer for code.google.com, specializing in Git backend scaling & performance
- Sysadmin and 24-hour on-call responsibilities
- Backend design and coding work on the open-source version of FlumeJava, a MapReduce data pipeline tool (cf. Apache Beam)
- Lead engineer: MOE ("Making Open Easy"), a DSL for open-sourcing private codebases
 - <https://github.com/google/MOE>
 - Used by Guava, the core Java library for all of Google

Full Stack Software Engineer, meetMoi / New York NY / Aug 2009 - Mar 2011

- Mobile-centric dating startup, acquired by Match.com in August 2014

EDUCATION

Cornell University, Class of 2006 / Ithaca NY

- B.A. Mathematics, minor Computer Science

SKILLS

- General: Backend and server implementation, infrastructure and systems design, monitoring, testing, developer tools, data management, and keeping the lights on
- Languages: Java, Python, SQL, C++ (basic), PHP (basic)
- Technologies: AWS & Google Cloud, Linux, MySQL, DynamoDB, ETL / Airflow, Ansible, Shell scripting, Jenkins, Containers/Docker, Kubernetes