

Skills & Interests

- Python, Typescript, JavaScript, Swift, C++, Ruby, Objective-C, Rails, bash, C, HTML/CSS, PHP
- Distributed Systems, GCP, AWS, Terraform, Node.js, PostgreSQL, Docker, Linux, Kubernetes, Git, Vault

Employment

Senior Software Engineer

Apr 2018 – Present

Cruise Automation

- Worked on the delivery of map assets to cruise cars, extended the solutions to deliver map assets to developer workflows and continuous integration systems.
- Lead the efforts to automate the map production pipeline, which reduced the base Lidar updates to the map from 45 days to 4 days; and was later automated further and reduced to a few hours.
- Build map simulation pipeline to run cruise AV stack on new parts of the map before it can be released to be used by cars to catch any disengagements that may result on the road due to a map issue.
- Worked on building an offline change detectors system based on the data generated from SSD models of computer vision, to auto detect any real world changes with respect to the map e.g addition/removal of new stop signs.

Senior Software Engineer

Apr 2016 – Apr 2018

Eden

- Hired as the third engineer for Eden. Developed and Lead these projects from the start and contributed to the full stack.
 - **Marketplace Bidding Platform:** Created a marketplace of services that Eden offers which allowed customers to request services from the marketplace. Matched potential vendors to these requests and created opportunities for vendors to bid on these requests and customers to accept or reject these bids.
 - **Eden Ticketing Tool:** Built a Web ticketing tool app where Eden customers could make requests to their office managers. An interactive kanban style dashboard for the office manager to manage, assign and delegate these tickets.
 - **Wizard app:** Developed iOS and Android app for Eden partner employees and contractors who use the app to perform onsite jobs for Eden customers.
 - **Admin chat app:** Built an iOS chat app for Eden office managers to chat with customers and make communication better and easier. Build on top of Atlas-iOS that uses underlying layer technology.
 - **Eden iPad app:** Built an iPad app for Eden customers to make requests to their office managers.

Software Engineer

Jan 2015 – Apr 2016

Barnes and Noble

- Developed the Barnes and Noble Education iOS application - Yuzu. Responsibilities included: creation and modification of major components on iOS, design and implementation of server interactions, and maintenance of existing code
- Developed everything from proof of concept to fully tested quality code that was efficient and highly performant.

Software Engineer

Jun 2011 – Aug 2013

Accenture

- Worked on requirements gathering, to analyze and assess the right tools and design test plans for the project.
- Automated workflows for running critical batch jobs, to increase productivity of the team.

Education

Syracuse University

Aug 2013 - Dec 2014

M.S. in Computer Engineering (software track); GPA: 3.58

- Graduate Coursework: Object Oriented Design; Software Modeling and Analysis; Advance Data Structures; Design Patterns; Advance Computer Architecture; Mobile Application Programming; Object oriented Programming with C++.

Visvesvaraya University

Jun 2007 - Jun 2011

- *B.S. in Computer Science; GPA: 3.65*