

## EXPERIENCE

### SOFTWARE ENGINEER II SALESFORCE HYDERABAD, INDIA

June 2021 - Present

- Implemented Cody beta tests at Salesforce for internal developers. Helped users work through Cody tooling issues specific to Salesforce.
- Created, open-sourced, and maintaining [p4-fusion on Github](#), to **100x the scale of Perforce that Sourcegraph can support**.
- Presented p4-fusion in a [webinar](#) on Sourcegraph's YouTube channel. [Related blog post on Sourcegraph.com](#)
- Implemented and administered the Sourcegraph service, accelerating developer productivity for 7,000 developers.
- Created automation frameworks and performed system administration for our large scale Perforce network.
- C++, Multithreading, CMake, Go, Python, Perforce, Docker Compose

### STUDENT AND MENTOR GODOT ENGINE, GOOGLE SUMMER OF CODE | [CODE](#) | [DOCS](#)

Summer 2019 and Summer 2020

- Created and now maintaining the Godot VCS integration to allow users to easily version control their code without leaving the editor.
- Mentored a feature expansion of the VCS Integration project in GSoC 2020.
- C++, CMake, SCons

### SUMMER INTERN SALESFORCE HYDERABAD, INDIA

May 2020 - July 2020

- Reduced the cost of infrastructure by implementing a substrate agnostic framework that reports unnecessary resources in GCP and AWS environments.
- Python 3, GCP and AWS/Boto3 client APIs

### SUMMER INTERN ROBERT BOSCH, BANGALORE

2019

- **Integrated a low latency traffic simulation physics engine** called SUMO with Unreal Engine 4 using local network IPC.
- Applied Unreal Engine's procedural generation tools and Blueprint/C++ to create a traffic behaviour data collection virtual environment.
- C++, Unreal Engine C++ and Blueprints

## PROJECTS

### VCS INTEGRATION - GODOT GAME ENGINE [CODE](#) | [DOCS](#)

Godot Engine, Github

- Enable new programmers and non-technical people like designers and artists interface with Git using a simple UI inside the Godot Engine editor itself.
- Downloaded more than 60,000 times from Github.
- Allows users to stage, commit, view diffs, push/pull from remote repositories without leaving the editor at all.
- Maintaining the VCS feature set in the Godot Editor, written in C++.

### HIGH PERFORMANCE C++17 ADVANCED 3D GAME ENGINE

SDSLABS, IIT ROORKEE | [CODE](#) | [DOCS](#) | [BLOG](#)

2019 - 2021

- Featured and reviewed by Gamefromscratch on YouTube. [Link to video](#)
- **High performance** achieved through CPU and memory cache efficient ECS and judicious memory management in C++ mixed in with a healthy amount of object orientation.
- **Fine-tuned performance critical sub-systems** like audio, physics simulation engine, UI rendering, particles engine, etc.

## SUMMARY

Dev tool developer, open source maintainer, system administrator, hip-hop dancer

## EDUCATION

### B.TECH COMPUTER SCIENCE AND ENGINEERING

CGPA 7.661

Indian Institute of Technology, Roorkee, India (2021)

## SKILLS

### LANGUAGES

Proficient

Go, Python 3, C++ 11/14/17

Comfortable

TypeScript, Java, C, PHP, UE4

Familiar

JavaScript, Bash, C#, Terraform

### FRAMEWORKS/LIBRARIES

Comfortable

Docker, Docker Compose, Terraform, AWS Boto3, GCP Client APIs, Helix Core C++ API, Win32 API, DirectX 11, OpenGL 3, Unreal Engine 4, Godot Engine, SFML, GLFW

Familiar

MySQL, OpenStack, Unity 3D, SUMO, ToroPHP

### TOOLS

Sourcegraph, Cody, GitHub, libgit2, Perforce, VSCode, Eclipse, Visual Studio, CMake, SCons, Vcpkg, MacOS, Linux, Windows

### OPEN SOURCE

[godotengine/godot](#) VCS maintainer  
[godotengine/godot-git-plugin](#) Maintainer  
[salesforce/p4-fusion](#) Maintainer  
[sdslabs/Rootex](#) Lead developer  
[sdslabs/Rubeus](#) Lead developer

### LATENT SKILLS

Extremely high communication skills.  
Taking full service ownership.  
Writing over-compensating documentation.