

# Danish Vaid

Curriculum Vitae

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## PROFILE

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Software Development Engineer working in Full Stack development and designing highly scalable systems. Holds a bachelor's degree in Computer Engineering with a solid foundation in object-oriented design, micro-service architecture, and web development; supplemented with experience in planning, debugging, implementing, and maintaining systems.

## PROFESSIONAL EXPERIENCE

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### Microsoft Corporation

Present   March 2021	<i>Software Development Engineer II - Level 61</i> <ul style="list-style-type: none"><li>› Continuing to lead team's new "Engineering Excellence" vertical, jointly with manager, as the team's kubernetes and Azure infrastructure SME (subject matter expert)</li><li>› Building Version 2 of GiveWithBing front end experience using React, Less, and ASP.NET</li></ul>
March 2021   Sept. 2019	<i>Software Development Engineer - Level 60</i> <ul style="list-style-type: none"><li>› Leading team's new "Engineering Excellence" vertical, jointly with manager, as the team's kubernetes and Azure infrastructure SME (subject matter expert) to improve overall system performance and availability</li><li>› Rearchitected backend kubernetes schema and optimized services' resource utilization resulting in a capacity increase of 100% while simultaneously reducing cost by over 60%</li><li>› Incorporated non-sampled time-based metrics collection using Prometheus and Grafana services in our clusters with auto-provisioning, configuration generation, and optimal run-time structure; enabling product wide performance improvements and cost savings</li><li>› Redesigned and implemented the Docker build process to reduce disk usage by 75%</li><li>› Architected and wrote the team's Kubernetes config build process using "Kustomize"</li></ul>
Sept. 2019   Aug. 2018	<i>Software Development Engineer - Level 59</i> <ul style="list-style-type: none"><li>› Identified and fixed a processing error in our risk/fraud service saving the team \$6K/month loss in revenue due to malformed messages</li><li>› Built data ingestion, aggregation, and calculation pipelines to collect and ingest user engagement data (view, clicks, scrolls, etc.) from Xbox app and web dashboard allowing better informed business decisions</li><li>› Redesigned data reconciliation to utilize distributed processing and parallel consumption resulting in a recovery speed up of over 90 times</li></ul>

## UCSB Capstone Project (Aerospace Corp.) - Perception Engine

March 2018   Sept. 2017	<i>Team Scribe and Member</i> <ul style="list-style-type: none"><li>&gt; Modified YOLO Convolutional Neural Network object tracker to filter and track only the desired object in a video</li><li>&gt; Developed a Flask web application for user interface to our object tracker, including user creation, authentication, and management system</li><li>&gt; Implemented Celery as an asynchronous job processor to allow scalability and concurrent use of a web server application instance</li></ul>
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## Appfolio Inc.

June 2017   Sept. 2017	<i>Software Engineering Intern</i> <ul style="list-style-type: none"><li>&gt; Developed features in Ruby on Rails for an integration software, which enabled the sales organization to achieve a record sales month and improving prior revenue by 20%</li><li>&gt; Upgraded company's "EmailTracker" application to an API based cloud solution as a step in establishing a service oriented architecture</li><li>&gt; Built a Continuous Integration and Deployment pipeline for "EmailTracker" application using Docker Containers, TeamCity, and Amazon's EC2 Container Service with auto-load balancing and blue-green deployment to minimize downtime</li></ul>
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## NASA Ames Research Center

June 2015   Sept. 2015	<i>Software Engineering Intern</i> <ul style="list-style-type: none"><li>&gt; Designed a JAVA-C wrapper class for a trajectory synthesizer program, resulting in a 60% optimization over the previous solution</li><li>&gt; Engineered a script to re-implement and reflect any changes to the wrapper data structures</li></ul>
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## RESEARCH EXPERIENCE

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### University of California, Santa Barbara

Present   Sept. 2020	<i>Volunteer Research Assistant</i> <ul style="list-style-type: none"><li>&gt; Researching Intel SGX's overhead performance impact on growing datasets and randomized access</li><li>&gt; Investigating SGX limitations with concurrent access and growing thread amounts</li></ul>
Winter 2018   Spring 2017	<i>Undergraduate Research Assistant</i> <ul style="list-style-type: none"><li>&gt; Implemented a server-client architecture in C++ using Apache Thrift</li><li>&gt; Optimized performance time and reduced data size by 20% using variable byte and delta compression methodologies</li></ul>

## EDUCATION

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### University of California, Santa Barbara

*B.S. Computer Engineering, June 2018*

Relevant Courses Taken:

- Distributed Systems
- Artificial Intelligence & Machine Learning
- Operating System
- Deep Learning & Neural Networks
- Data Structures & Algorithms
- Object-Oriented Design & Implementation

### **Stanford University (Center for Professional Development)**

*Graduate Certificate: Advanced Software Systems, Expected Spring 2022*

Relevant Courses Taken:

- Computer Organization and Systems (CS107)
- Introduction to Cryptography (CS255)
- Advanced Topics in Operating Systems (CS240)

### **SKILLS**

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- Proficient Programming Languages: C#, Python
- Prior Experience Programming Languages: Java, C++
- Technologies: Kubernetes, Azure, Docker
- Frameworks: ASP.NET, React, Flask
- Web Development Experience: HTML, CSS, JavaScript, Bootstrap