Danish Vaid

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Profile

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.

Education

University of California, Santa Barbara: *B.S. Computer Engineering* *June 2018*

Experience

Microsoft Corporation *Aug. 2018 – Present*

→ *Software Development Engineer II – Level 61* *March 2021 – Present*

- Continuing to co-lead team's "Engineering Excellence" vertical as the team's kubernetes and Azure SME
- Building Version 2 of GiveWithBing front end experience using React, Less, and ASP.NET

→ *Software Development Engineer – Level 60* *Sept. 2019 – March 2021*

- 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
- Rearchitected backend kubernetes schema and reoptimized services' resource utilization resulting in a capacity increase of 100% while simultaneously reducing cost by over 60%
- 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
- Redesigned and implemented the Docker build process to reduce disk usage by 75%

→ *Software Development Engineer – Level 59* *Aug. 2018 – Sept. 2019*

- Identified and fixed a processing error in our risk/fraud service saving the team $6K/month loss in revenue due to malformed messages
- 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
- Redesigned data reconciliation to utilize distributed processing and parallel consumption resulting in a recovery speed up of over 90 times

UCSB Capstone Project (Aerospace Corp.) - Perception Engine *Fall 2017, Winter 2018*

- Modified YOLO Convolutional Neural Network object tracker to filter and track only the desired object in a video
- Developed a Flask web application for user interface to our object tracker, including user creation, authentication, and management system

UCSB, Undergraduate Research Assistant *Spring, Fall 2017*

- Implemented a server-client architecture in C++ using Apache Thrift
- Optimized performance time and reduced data size by 20% using variable byte and delta compression methodologies

Appfolio Inc., Software Engineering Intern *Summer 2017*

- 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%
- Upgraded "EmailTracker" application to an API based cloud architecture establishing a service mesh design
- Built a Continuous Integration and Deployment pipeline using Docker Containers, TeamCity, and Amazon's EC2 Container Service with auto-load balancing and blue-green deployment to minimize downtime

Skills

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