# Vibhu Agarwal

### Cloud Enthusiast | Full-Stack Developer

I love softwares and to design, architect and develop them as well. From ideation to deployment, I've worked in most of the phases of a software development cycle and in different teams. Now, I yearn to work on high-traffic products, through which I wish to learn the intricacies of developing highly scalable applications.

vibhu4agarwal@gmail.com

Bengaluru, India

-

vibhu-agarwal.github.io/

-1

linkedin.com/in/vibhu4agarwal

github.com/Vibhu-Agarwal

#### WORK EXPERIENCE

# Software Engineer

Google 🗗

07/2024 - Present Bengaluru, India Google Cloud, Technical Infrastructure, Optima Health Manager

# Software Engineer

Nference 🗷

10/2022 - 05/2024

Bengaluru, India

- Engineered Workspaces (WS), facilitating direct access and analysis of 12M patient EMRs, managing 100+ daily workspaces across 10+ active environments
- Led WS-related UI apps and APIs, developing features like models-mgmt, cost-configs, dashboard and exports
- Optimized file-transfers, reducing disk space usage by 75% and eliminating in-memory file-buffering employing custom parsers and concurrent streaming I/O
- Container management: decreased image-size by 30%, reduced startup time from 8 to 5 minutes, and improved extensibility
- Monitor and inspect containers (logs, metrics, commits, layers, network), machines and storage volumes
- Migrated applications to K8s and wrote Helm charts
- Tech Stack: Python, GoLang, React, Shell, Kafka, Django, MongoDB, MySQL, Docker, GKE, AKS

# Associate Software Engineer

PlaySimple Games 🗷

02/2022 - 09/2022

Bengaluru, India

- Created Jigsaw (Flutter), achieving 100k+ downloads
- Enhanced build performance, decreasing launch time from 8+ seconds to 3 seconds using multi-threading

#### **Backend Developer**

Viga Entertainment Technology 🗷

03/2020 - 12/2020

Remote/Bengaluru

- Designed database model and created APIs for a Movie-Asset storage and management system (MERN stack)
- Led engineering efforts for a Movie Collaboration platform, resulting in 3 movie projects
- Developed SSO (Django), serving 10+ internal services
- Manage and deploy services on Google Cloud Run
- Created CI/CD pipelines using GitHub and TravisCI

#### **EDUCATION**

Computer Science and Engineering (Dual B.Tech. & M.Tech.)

Jaypee Institute of Information Technology

#### **SKILLS**



# **OPEN SOURCE**

Contributions to Encode

Primarily contributed to uvicorn, a lightning-fast ASGI server implementation [Major: #1026 - HTTP/2 Implementation]

#### PERSONAL PROJECTS

Hedwig, the Messenger (2021) 🗗

- Developed an asynchronous web-server plugin for chat applications with multiple rooms and participants
- Built using FastAPI, websockets, MongoDB for storage, and Redis Pub/Sub for message queueing and caching

Binge-o-Philia - Cinephiles' Social Network (2020)

- Developed a full-fledged social networking platform tailored for movie enthusiasts, facilitating connection, updates, and efficient time and data management
- A cross-platform app developed in React-Native powered by Django-based back-end (PostgreSQL and AWS for data storage)

Ministry of Statistics and Programme Implementation (MOSPI) - Website (2019)

 Developed a Django-powered website for MOSPI, automating data processing, analysis, and reporting from Excel sheets to streamline workflow and boost efficiency, which achieved 1st Runner-up at Smart India Hackathon 2019 in Guwahati, Assam

#### TALKS AND ACHIEVEMENTS

Speaker | PyCon Australia 2021 🗹

Delivered talk on web-servers ecosystem at the PyCon AU

Speaker | PyCon India, PyCon Sweden 2020

Delivered talks on "Developing a Single-Sign-On Service using Django" at the Python Conference India and Sweden

GCP Quest Leader | Qwiklabs (07/2019 - 06/2020) 🗷

Delivered a talk on GCP and hosted Cloud Study Jam at GDG JIIT, Noida, drawing 300+ students from Delhi-NCR

#### **ORGANIZATIONS**

Google Developer Group, JIIT (08/2018 - 05/2021) 

☐ Technical Coordinator - workshops, conferences and hackathons

#### INTERESTS

Software Packaging

Documenting

Mentoring

08/2017 - 05/2022