

RUST SOFTWARE ENGINEER · PLATFORM ENGINEER

Hamburg, Germany

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"Software should be reproducible and prevent human errors."

Summary

I am a Software Engineer with primary experience in low latency-backend and distributed software development.

I currently consult for Kraken where I build high-volume user transactions on yield-generating products (i.e., earn platform).

Other than that, I'm a huge fan of Rust programming language and I'm currently building a trading engine that uses algorithms to analyze crypto markets and place high-frequency trades (especially BTC, ETH, SOL, and DOT).

Skills

Languages Rust (primary), Python, Scala, Go, and TypeScript

Systems Distributed Systems, Message Passing, Low-Latency Trading Systems, Event-Driven Systems,

High Volumes+Velocity Data Systems

Tooling, et al. Docker, Terraform, Kubernetes, Nix(OS), OpenTelemetry

Work Experience _____

Kraken Digital Asset Exchange

Remote/Hamburg, Germany

SOFTWARE ENGINEER

Sep. 2022 - January 2025

- · Built an event-driven service in Rust for Kraken's earnings platform that deals with high-velocity and volume user transactions and events.
- Implemented low-latency user event handling system processing over 2 million transactions/events per second. This was an over 200x performance increase over our legacy systems.
- Improved the system for async job processing leading to run-time from several minutes to milliseconds.
- Built the initial system for calculating the rewards for user balances that are often changing every few milliseconds.
- Integrated our services with an internal approval system where administrators, compliance officers, and the product team were able to take actions based on crucial user events.

Jimdo GmbH Hamburg

SOFTWARE ENGINEER Sep. 2020 - Sep. 2022

- Built a Kubernetes operator in both Rust and Go to deploy and monitor services with low developer effort.
- Helped advance CI & CD tooling on top of GitHub.
- Built a credentials-free authentication and authorization system to prevent secret leaks.
- Created the infrastructure for hosting as well as monitoring tooling on top of this infrastructure. This was based on top of Kubernetes.

Enfore AG Hamburg, Germany

SOFTWARE ENGINEER

Nov. 2018 - Sep. 2020

- Founded the enterprise APIs team that settles requests between an external sync system against an internal low-latency async system for payment transactions.
- Implemented tooling for code derivation from specification focusing on developer productivity and safety.
- Wrote a new test engine in Rust (previously in Scala) and reduced our build and test turnaround time from 45 minutes to 3 minutes.
- Designed and built the authentication and authorization framework for enterprise APIs team.
- Helped migrate and advocate a streamlined deployment process on top of Kubernetes

Akanoo GmbH Hamburg, Germany

SR. SOFTWARE ENGINEER

Feb. 2018 - Nov. 2018

- · Built and maintained an extremely low latency tracking system for serving user-specific content and advertising.
- Built a message-passing and state machine management on top of this low latency service. Our service sometimes often served content even before our clients' websites could.
- · Managed and helped maintain live updating data pipelines digested by our distributed tracking system.

Relink A/s Copenhagen, Denmark

SOFTWARE ENGINEER

Sep. 2016 - Jan. 2018

• Built an in-house service ecosystem platform from scratch on top of Kubernetes focused on ease of use and developer productivity.

- Implemented backend service and data collection pipelines to support data science and machine learning teams.
- · Migrated several services running on Apache Mesos and provisioned to Kubernetes along with Drone CI.

Atlan (formerly SocialCops)

New Delhi, India Sep. 2015 - Sep. 2016

SOFTWARE ENGINEER (BACKEND & INFRASTRUCTURE)

- Built and maintained a heuristics based human language search and autocomplete engine on top of structured data.
- Helped streamline developer workflows by improving tooling and automating common tasks on CI.
- Built several data flow pipelines and automation jobs for structured and unstructured data.
- Built an experimental data cataloguing engine.

Education

MSI (IP University)

New Delhi, India

BACH. COMPUTER APPLICATIONS

2012 - 2015

- Participated in Computer Society of India.
- Organised tech festivals and coding competitions.