SATVIK RAMAPRASAD Software Engineer II at Databricks

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August 2016 International Institute of Information Technology - Bangalore (IIIT-B)

August 2021

- > Integrated M.Tech. in Computer Science
- > Cumulative GPA: 3.94 / 4.00 (98 %), University Topper, <a> Transcript
- > First rank and all rounder of the year. Recipient of 3 gold medals, Medals



DATABRICKS | SOFTWARE ENGINEER - II, APP PLATFORM TEAM

SEPTEMBER 2023 - PRESENT

- First engineer in App Platform, Bangalore site.
- Led the design and development of **DB Sentinel**, a **distributed probing framework** for monitoring Databricks across multiple dimensions such as **clouds** (AWS,Azure GCP), **regulatory domains** (Public, Gov-Civilian, Gov-DoD, China), **regions** etc. This multi-quarter, high-impact project has proven to be effective at **detecting and preventing major outages**. Some of the challenges were:
 - Optimized stateless distributed probe scheduling and execution across 500 pods in 100 shards on three clouds, supporting diverse workloads including health checks, long-running probes, and UI probes.
 - Cost Attribution and Efficiency Designed a complex cost pipeline integrating six upstream data sources (cloud billing, Databricks system tables, event logs, etc.) to accurately attribute costs to individual probe runs, achieving 97% cost attribution for \$8M.



- Terraform Infrastructure Pipeline Developed a robust Terraform pipeline to provision cloud resources and over 200 Databricks workspaces. Enabled dimension owners (e.g., Private Link, Secure Egress, Lighthouse) and service teams (e.g., clusters, notebooks, dashboards) to define and deploy their Terraform templates independently and automatically.
- Automated Resource Cleanup Implemented automated resource cleanup by intercepting SDK calls, supported
 by a background resource monitor for additional reliability.
- Tackled other challenges such as building an opinionated yet flexible alerting framework using Prometheus, integrating with the service release pipeline, and implementing guardrails to protect the production environment.
- Collaborated extensively with **30+ service teams** and **cross-functional teams**, including incident response, release automation, and cost efficiency.
- **Production monitoring experience** In addition to DB Sentinel, we also own the internal **incident response infrastructure** and have to regularly collaborate with service teams and IM during **production outages**.
- On track for **promotion** in the February 2025 promotion cycle.

GOOGLE | SOFTWARE ENGINEER III, WORKSPACE PLATFORM TEAM

OCTOBER 2022 - SEPTEMBER - 2023

• Spearheaded an effort to enable sales to send offers to customers, ahead of subscription renewals. This is a high-impact, multi-quarter project that is a top priority for the sales team, as well as the Workspace EDU team. The project will make it easier for customers to do business with us and will help us upsell higher-tiered SKUs.



- Significant leadership experience → Mentored and lead around 9 junior engineers (4 L4s, 4 L3s and 1 intern).
- Strong technical expertise → Regularly consulted for expertise on server frameworks, cross-functional PA knowledge, rpc security, experiment framework, java readability and team specific domain knowledge.
- Team player → Take initiative to improve several pieces of our infrastructure. Regularly give google-wide tech talks.
 Organized several community events. Received 9 spot bonuses, 18 peer bonuses and 3 kudos awards. Awards

GOOGLE | SOFTWARE ENGINEER II, WORKSPACE PLATFORM TEAM

JULY 2021 - OCTOBER 2022

MARCH 2019 - PRESENT



- Owned and delivered several independent tracks such as transition pipeline, smart discounts and bulk transitions in a massive transitions effort which resulted to over \$500M in incremental revenue.
- Worked on multiple cross-functional projects that required aligning multiple UTLs on design approaches and collaborating with cross-PA SWEs across several binaries with different tech stacks.
- Fast track promotion to Software Engineer III in 1 year, 3 months. Latest rating Transformative Impact (top 4 %).



CIRCUITVERSE | ORGANIZATION ADMIN

☐ CircuitVerse Org ☐ GSoC Page

- Creator and Team Lead of an open source organization CircuitVerse.org with over 20 active members.
- Accepted as a mentor org for Google Summer of Code, Google Code In and Google Season of Docs for last 6 years.
- Guided and mentored several international students and contributors in the above programs.

HACKERRANK | SOFTWARE ENGINEERING INTERN

☑ Hackerrank.com DECEMBER 2020 - JUNE 2021

• Developed an **AI proctoring solution** for online assessments from scratch to work at scale.

- Laid foundation for state of the art plagiarism and cheating detection for programming assessments. My competitive programming background proved to be instrumental. Appreciation screenshot .
- Implemented typescript support for Hackerrank question generators.
- Worked with several AWS services such as EC2, S3, Rekognition, SQS, SES, API Gateway, Lambda, Cloudwatch etc.

GOOGLE | SOFTWARE ENGINEERING INTERN, GOOGLE DOCS TEAM

MAY 2020 - JULY 2020



- Developed a library in Apps Script which emulates the behavior of APIs in VBA that access local file systems.
- The library consists of over 70 VBA local file system APIs consisting of File IO, File Handling and Spreadsheet APIs.
- Setup a complete test system consisting of 5 modules which validates the APIs for VBA spec compliance.



- Competitive Programming: Ranked top 300 coders in India on Codeforces with Master title and rating of 2102.
- > Competitive Exams: JEE Mains AIR 803, BITSAT Score 382, Karnataka CET Rank 76, ComedK rank 10, Gate AIR 591.
- > Board Exams: 12th exams 96.8%, 10th exams 9.8 CGPA.
- > ACM-ICPC (Regionals) 2019: Ranked 23th all over India out of 2800+ teams in ACM ICPC Asia Kharagpur contest.
- > Dean's Merit List: I am in the Dean's Merit List and received scholarship for every year in 2016 2021. First rank and all rounder of the year. Recipient of 3 gold medals.

PROJECTS

> CIRCUITVERSE | FOUNDER AND TEAM LEAD

☑ CircuitVerse.org FEB 2017 - PRESENT

- Creator and Team Lead of CircuitVerse which is an online platform to create, simulate, share and learn digital circuits.
- Used internationally by several professors from over 200 universities across the world including some from University of Chicago, University of Alabama and Virginia Tech. The platform has over 1M projects created to date.
- As of July 2023, CircuitVerse has about 26 Million Page Views and about 1.9M users from over 200 countries have used the platform.

Data-structures and Graph Algorithms | Simulation | Digital Logic | JavaScript | Ruby On Rails | PostgreSQL | Product Design | Project Management

> LIGHTXLAB | PRIMARY DEVELOPER

☑ Demo JAN 2014 - FEB 2016

LightXlab is a project I worked on in high school. It is a tool to simulate ray optics involving different light sources, mirrors etc. It involves solving equations, geometry and physics.

Flash Geometry Physics Graphics Simulation Math Equations

> COLUMN STORE DATABASE | PROJECT TEAM LEAD

Project Report January 2020 - May 2020

- Lead a team to undertake development of a Column Store database from scratch with a focus on query processing.
- Query processor supported 3 datasources and executed select queries with filtering, projection, joins and aggregations.

C++ CMake Boost Column Store Database Design Patterns

> Toy Distributed Cache | Personal Project

Project Report January 2020 - May 2020

Built a toy distributed cache system as an experiment. Experimented with various parameters like replacement policy, cache size, node count and query load.

C++ CMake Boost Gossip Protocol Multithreading Networking Membership Lists Design Patterns

> DISTRIBUTED COMPUTING CONCEPTS | SELF STUDY

Self Study Report August 2019 - December 2019

Studied various concepts like Gossip Protocol, Membership lists, Database Sharding, Consistent Hashing, Time and Ordering in distributed systems, Paxos consensus algorithm etc. Read 4 papers on distributed systems - Cassandra, Google Big Table, Dynamo DB and Google File System.

Cassandra Google Big Table Dynamo DB Google File System Distributed Systems Cloud Computing Large Scale Systems

> Real-Time Volumetric Rendering | Personal Project

☑ Project Report August 2019 - December 2019

Built a system to render volumetric data in real time using multi-texture based rendering technique from scratch. The transfer function can be changed during run time via a graphical interface.

C++ CMake OpenGL Shader Programming Graphics Volumetric Rendering

For an exhaustive list of projects, please refer Project Portfolio