# Utkarsh Maheshwari (coditva)

## DIGITAL FOOTPRINT

#### **BLOG**

coditva.dev

#### **EMAIL**

coditva@gmail.com

#### **SOCIAL**

github/coditva twitter/coditva linkedin/coditva

## SKILLS

JavaScript / TypeScript • NodeJS • React • MobX • React Query • SailsJS • Jest / Mocha • Git • Bash

## **OPEN SOURCE**

Neovim • Elementary Tweaks • Gnome Todo • BaremetalOS

## HOBBIES

Reading • Running • Cooking • Photography • Graphics Design

## **EXPERIENCE**



#### **POSTMAN** | SENIOR SOFTWARE ENGINEER

Jun 2019 - present | Bangalore, India | Remote

- Played key role in re-design of Postman UI for API Client.
- Worked on the API Client team and interfaced directly with users to understand, debug, fix issues and gain feedback.
- Designed, built and benchmarked APIs for bulk operations of Collections.
- Worked on various performance improvements, both front-end and back-end.
- Built out Postman's Collections and Environments feature in Postman for VS-Code extension.
- Led, mentored and scaled up various SE1 and SE2 engineers.



## PBSWORKS, ALTAIR ENGINEERING | SOFTWARE ENGG. INTERN

Jul 2018 - Dec 2018 | Bangalore, India

- Led and completed the project for adding support in Apache Spark to use PBSPro as a cluster workload manager.
- github.com/pbspro/spark-pbspro-connector



#### **NEOVIM** | GOOGLE SUMMER OF CODE STUDENT

May 2018 - Aug 2018 | Remote

- Improved external UI protocol to allow applications to provide "vim-mode".
- github.com/neovim/neovim/issues/8320



## AIIMS BHOPAL | SOFTWARE ENGG. INTERN

Jun 2018 - Jul 2018 | Bhopal, India

- Wrote the backend for a webapp for medical reports and inventory management.
- github.com/bitsaiims2017/api

## **FDUCATION**



### BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCE, PILANI

BACHELOR OF ENGINEERING, COMPUTER SCIENCE

Aug 2015 - May 2019 | Goa, India

Elective Courses: Network Programming, Internetworking Technologies, Software Engineering and Software for Embedded Systems.

## **PROJECTS**

## JAZZ | OS DEVELOPMENT

github.com/coditva/Jazz

Jazz is a hobby OS in its early stages written from scratch as a proof of concept to understand OS by doing.

# UDT PROTOCOL IMPLEMENTATION | NETWORK PROGRAMMING

github.com/coditva/udt-c

An implementation of the UDP-based Data Transfer (UDT) protocol in C. UDT is a much faster data transfer protocol than TCP with a socket interface just like TCP.

#### SYNERGY | NETWORK PROGRAMMING

github.com/coditva/Synergy-linux

An application to sync Android and Linux notifications when connected to the same local network, written in C and allows extension through plugins.

## WRITE. RUN. TWEAK. | 2D GAME DEVELOPMENT

github.com/coditva/WRT

A game submission for GitHubGameOff 2019 game jam written in Lua and LOVE2d.