

Vishu Vig

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Work Experience

Dropbox

SENIOR SOFTWARE ENGINEER

- Working on Connectors team, building core connectors powering data ingestion for Dropbox Dash
- Helped scale connectors systems to support ingestion of upwards of 100M+ records daily
- Worked on design and launch of "Push Connector" to allow enterprise users to push data directly to Dash

Remote, Canada

Nov 2023 – Present

Faire

SENIOR SOFTWARE ENGINEER

- Worked on Backend email infrastructure. Helped scale system from ~500K to 10M+ outgoing emails / day
- Collaborated with marketing team on email campaigns and building landing pages to drive user signup
- Grew the team – helping with recruiting and onboarding new engineers and interns

Toronto, ON

Sept 2021 – Nov 2023

SoundHound

SENIOR SOFTWARE ENGINEER

- Worked as a Senior Software Engineer on the Distributed Systems team
- Worked primarily on internal observability and scalability efforts
- Created dashboards and proactive alerting for performance degradation and issues

Toronto, ON

Feb 2020 – Sept 2021

Wealthfront

SENIOR SOFTWARE ENGINEER

- Worked as a Senior Software Engineer, most recently on the infrastructure team
- Managed Wealthfront's hybrid cloud infrastructure – including migrating compute infrastructure to AWS from physical data centers
- Helped create runbooks and led orchestration of first full failover of the entire infrastructure as part of Disaster Recovery Plan

Palo Alto, CA

July 2015 – Jan 2020

Lumosity

DEVOPS ENGINEERING INTERN

- Worked primarily with Chef to automate the configuration of the infrastructure
- Developed CI/CD system for existing infrastructure

San Francisco, CA

Sept 2014 – Dec 2014

Skills

Programming Languages: Golang, Java, Kotlin, Python, Ruby, C/C++

Infrastructure as Code: Terraform, AWS CloudFormation, Chef, Ansible

Container Orchestration: Docker, Kubernetes, AWS Elastic Container Service

Database: MySQL / MariaDB, DynamoDB, PostgreSQL, Amazon RDS

Education

University of Waterloo

BACHELORS OF APPLIED SCIENCE IN COMPUTER ENGINEERING

Ontario, Canada

Sept 2010 – Jun 2015

Projects

Intelligent Ping Pong Trainer

Python, C++, OpenCV

CONSTRUCTED SYSTEM TO ALLOW PLAYERS TO TRAIN IN PING-PONG AS PART OF A FINAL YEAR PROJECT AT THE UNIVERSITY OF WATERLOO. CAPTURED INPUT FROM MULTIPLE CAMERAS AND PROVIDED FEEDBACK TO THE USER ON A TABLE-TOP DEVICE WITH STATISTICS BEING PROVIDED ON ACCOMPANYING APP

Java, C++

ShakeIN

CREATED A PROOF-OF-CONCEPT LOGIN MECHANISM BASED ON SENSORS AVAILABLE ON AN ANDROID PHONE. USED THE DATA FROM THE ACCELEROMETER AND GYROSCOPE INTEGRATED WITH THE USERS LOCATION FOR AUTHENTICATION