

# Vishu Vig

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## Work Experience

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### Faire

Toronto, ON

#### SENIOR SOFTWARE ENGINEER

Sept 2021 – Present

- 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

### SoundHound

Toronto, ON

#### SENIOR SOFTWARE ENGINEER

Feb 2020 – Sept 2021

- 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

### Wealthfront

Palo Alto, CA

#### SENIOR SOFTWARE ENGINEER

July 2015 – Jan 2020

- 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 datacenters
- Helped create runbooks and led orchestration of first full failover of the entire infrastructure as part of Disaster Recovery Plan

### Lumosity

San Francisco, CA

#### DEVOPS ENGINEERING INTERN

Sept 2014 – Dec 2014

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

### Lookout

San Francisco, CA

#### SOFTWARE ENGINEERING INTERN

Jan 2014 – Apr 2014

- Worked on the backend of internal company applications
- Increased usability of an internal generic APK crawler, improved performance by 45+%
- Participated in and Won Lookout Intern Hackathon

## Education

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### University of Waterloo

Ontario, Canada

#### BACHELORS OF APPLIED SCIENCE IN COMPUTER ENGINEERING

Sept 2010 – Jun 2015

## Skills

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**Programming Languages:** Java, Kotlin, Python, Ruby, Go, C/C++

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

**Container Orchestration:** Docker, Kubernetes, AWS Elastic Container Service

## Projects

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### 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 TAP-TOUCH DEVICE WITH STATISTICS BEING PROVIDED ON ACCOMPANYING APP

### ShakeIN

Java, C++

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 USER'S LOCATION FOR AUTHENTICATION