

YASH ASHOK KUMAR PANDEY

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EXPERIENCE

META - London, UK

Software Engineer, Infrastructure (Reality Labs E2E Test Execution)

September '25 – Present

- **Spearheaded** the migration of **>100k end-to-end tests** to Unified APIs aka Jest End to End framework across Reality Labs (RL) products
- **Mitigated** a major site incident costing nearly **\$80M+** to RL by fast reverting regressed config changes
- Reduced redundant CI runtime by **110+ hours/day** across RL
- Enabled Base Revision Retry for Chromium repo diffs slashing **%UDV by 15%** saving around **\$2000 daily** on regressed signal generation
- Created AFK Mode for **Claude Code** used by **500+** engineers across Meta which boosted productivity while being away from the terminal
- Enhanced developer velocity by introducing multiple guardrail CI signals accelerating AI-native end-to-end test development across RL which correctly identified over **11k regressions** at diff time
- Pioneered *Engineering Excellence* with **96.8% code coverage** across all the diffs, integrated 2 Claude Code plugins with 12 LLM skills

NASDAQ - Bangalore, India

Senior Software Developer

October '23 – August '25

- **Led** development of data migration pipeline for *Bolsa Electrónica de Chile* (BEC) with **\$100M+ DTV** (Equity)
- **Drove cross-functional alignment across** Product, Engineering leadership, QA, Ops teams
- Enabled BEC to enter **\$500M+ DTV** derivative market by migrating to Nasdaq's Multi Matching Engine
- Built robust tooling to benchmark latency & throughput of Nasdaq's *Universal Matching Engine*

MOBILE PREMIER LEAGUE (MPL) - Bangalore, India

Software Development Engineer I

December '22 – September '23

- **Led a cross-functional team** of 5 developers, 2 QA engineers and SRE to ship **Ludo (80M+ Downloads)**
- Innovated Ludo bot using DFA, driving **>10x user retention** while slashing match delay by **90%**
- Pioneered matchmaking service, achieving **sub-17ms p99 latency** & managing **~10k RPS throughput**

Software Development Engineer Intern

February '22 – December '22

- Managed diverse gRPC microservices, maintaining **93% uptime**; conducted RCAs & resolved critical bugs
- Automated IAM Keycloak provisioning **reducing onboarding time** for new games **by over 1000x**

GOOGLE SEASON OF DOCS - Remote

Technical Writer at Casbin

May '22 – September '22

- Enhanced casbin's documentation for bringing advanced authorization solutions into the hands of developers

TRELL - Bangalore, India

Software Development Engineer Intern

October '21 – February '22

- Developed multithreaded scripts to ingest **~300 million Kafka feed logs** into BigQuery for advanced analysis

GOOGLE SUMMER OF CODE - Remote

Student Developer at Casbin

May '21 – August '21

- Modernised project to C++17 standard & **18,000+ lines of C++ code merged** in the project - *Casbin-CPP*
- **Maintaining** *casbin-cpp* and its *nginx module*; reviewed **3200 lines of code** into production
- Optimised performance by **37%** using **parallel STL**, **move semantics**, and minimising constructor calls
- Developed **python bindings** to achieve up to **40% better performance** than native python implementation

EDUCATION

INDIAN INSTITUTE OF INFORMATION TECHNOLOGY – Ranchi, India

August 2019 - May 2023

Bachelor of Technology (Hons.) in Computer Science and Engineering

CGPA: 9.03 / 10.0 (Branch Rank: 4th out of 114)

TECHNICAL PROJECTS

PHOENIX GAME ENGINE | C++17, OpenGL, GLFW, ImGui

- Structured an event dispatcher API to retrieve GLFW events to the engine up to **50% faster** than alternatives
- Developed GUI to interact with engine entities using ImGui library with UI window separation functionality
- Implemented the build system with Premake Lua library to build project files & link against vendor libraries

CUSTOM TEMPLATE LIBRARY | C++20, CMake

- Engineered a template library from scratch including dynamic arrays and hashmaps implementation
- Templated implementation for dynamic array with its iterator similar to vector supporting custom allocators
- Implemented templated hashmap supporting custom hash and predicate function similar to unordered_map

COVISOURCE FULL-STACK WEBSITE | TypeScript, React.js, GraphQL, PostgreSQL, Docker, Redis

- Realtime status of COVID-19 resources updated by providers based on client's location using **GMaps API**
- Configured **Google OAuth2** for faster authentication and reliable login sessions through tokens

ACHIEVEMENTS

- Invited for giving **expert lecture** in a **Government-led Faculty Development Programme**
- Invited as **guest speaker** at the Indian Institute of Information Technology Ranchi
- **Recognised for exceptional performance** in Mobile Premier League (MPL)
- **Mentored** a student developer in **Google Summer of Code 2022** for Casbin
- Awarded with **Best Student Developer** in **Google Summer of Code 2021** by Casbin
- Secured **All-India Rank 1265** in **Google HashCode 2021**
- Secured **AIR 908** in CodeChef May Challenge 2020 & **AIR 987** in CodeChef November Challenge 2020

SKILLS

Core: C++, Python, Distributed Systems, CI/CD, Kafka

Worked With: PHP (Hack), Express, GraphQL, Postgres, MongoDB, DynamoDB