

Raviteja Guttula

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Software Engineer with 8+ years of experience building scalable backend systems, microservices, data pipelines and responsive frontends.

EXPERIENCE

- **Cloudflare** San Francisco, CA
Fullstack Engineer, SSL Team Mar. 2022 - Jun. 2023
Managing certificates for external users and internal teams.
 - **Certificate transparency logs:** Managed APIs and processing pipeline for certificate transparency logs which store close to 3B certificates and serve more than 1B requests per month under 200ms. Added support for new persistence backend using Postgres and tooling for migration of older shards.
 - **Certificate lifecycle management:** Used Certmgr, Vault to automate lifecycle management of certs across the fleet spanning all 300 data centres. Managed the internal service for scanning all codebases, databases to identify expiring certs and generate alerts using prometheus which automatically create Jira tickets for tracking.
- **Fractal Computers** New York, NY
Intern, Observability and DevOps June 2021 - Aug 2021
Built the observability pipeline for simplifying the debugging experience.
 - **Observability:** Used ELK stack to capture logs across all microservices and offer a unified searched experience. Worked with different service teams to instrument the codebase for surfacing performance metrics and built dashboards to guide engineering efforts.
 - **Streamlining deployment:** Refactored the deployment pipeline which uses Github Actions for CI/CD to reduce the downtime for end users from 10 mins to 2 mins.
- **Electronic Arts** Hyderabad, IN
Software Engineer II, Player reliability engineering Jun. 2013 - Jan. 2020
Worked on improving the developer experience for game developers by providing platforms, tooling.
 - **Observability for Error Analytics:** Designed and built observability infrastructure for error analytics which processes around 2M crashes per day and is used by all major titles at Electronic Arts. Deployed service mesh for improving observability and securing traffic through mTLS. Used Prometheus, Jaeger, Grafana to instrument, visualize traces and metrics for AWS instances, Kubernetes, Apache Flink and Apache Kafka.
 - **Migration testing suite for Error Analytics:** Created parity testing suite to validate the new APIs and reduced the time taken from 8 hours to 2 hrs using manual validation. Used Ava, mochawesome and Gitlab CI/CD to publish testing reports to Gitlab Pages.
 - **Integration of Nintendo CRS with Error Analytics:** Worked with multiple stakeholders from Nintendo and FIFA to create an ingestion pipeline to import crashes from Nintendo's crash reporting system.
 - **Internal service marketplace:** Developed a AWS marketplace like experience for different internal services at EA. Used Express, RDS and ElastiCache for the Backend and React for Frontend.
 - **Risk Assesment for Mirror's Edge:Catalyst, Dragon Age:Inquisition:** Modelled player behaviour and created scripts to stress the backend services with synthetic traffic matching millions of concurrent players. Worked with multiple stakeholders from game studios to create scripts for generating association graph for synthetic players.

EDUCATION

- **San Francisco State University** San Francisco, CA
Master of Science in Computer Science; GPA: 3.91 Jan. 2020 - Dec. 2021
 - **Coursework:** Computer Performance Analysis, Human Computer Interaction, Natural Language Processing
 - **Publications:** ICMLA 'Intelligent Reading through Multimodal and Contextualized Word LookUp'
- **Birla Institute of Technology and Science** Hyderabad, India
Bachelor of Engineering in Computer Science Aug. 2009 - May. 2013

TECHNOLOGIES

Golang, Python, Node.JS, React.JS, Vue.JS, React Native, NLP, SQL, Apache Flink, Apache Kafka, Flask, Docker, Terraform, Kubernetes, AWS, Locust, Gatling, Tsung, JMeter, ElasticSearch, Redis, PostgreSQL, Couchbase.