

Sahil Dev

Software Engineer

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Education

Cornell University, Ithaca, New York, May 2022

- **M.Eng.** Computer Science — 3.72/4.0

University of Maryland, College Park, Maryland

- **B.S.** Computer Science (Honors), **B.S.** Mathematics, **Minor** Business Analytics — 3.91/4.0

Research

- Deep Learning for Auctions, Feb 2020 - Sept 2020
(**1st Place Prize** in the 2020 Research Showcase)
- Twitter Bot Classification, Sept 2020 - Aug 2021
(Honors Thesis)

Work Experience

Cape, Software Engineer, Infrastructure, Oct 2024 - Present

- Joined around 40 employees; having impact and receiving positive feedback; happy where I am :)
- \$91 million raised as of March 2025 / #68 on NatSec100
- Working across our whole stack, specializing in cloud infrastructure, security, reliability, orchestration, and cost optimization

Applied Intuition, Software Engineer, Sept 2023 - Sept 2024

- Infrastructure lead for X Y-figure deployments totaling Z figures in TCV
- Spearheaded secure infrastructure development for on-prem Kubernetes and IL4/5 government deployments
- Designed and implemented the first secure airgapped (egress-only) AWS deployment with Buildkite
- Cut annual costs from \$X to \$Y on our largest production AWS cluster while usage increased, and reduced annual cloud costs on all AWS clusters by Z% to W%
- Identified and drove resolution for a \$X/day production bug affecting around Y customers
- DRI for new cluster setup, maintaining extensive documentation and meeting with customers regularly
- Reach out for the unredacted version :)

Glean, Software Engineer, Search & AI Infrastructure, Aug 2022 - Sept 2023

- Main contributor for migrating search infrastructure and machine learning pipelines in Python and Terraform from GCP to a multicloud design, supporting AWS and Azure for self-hosted cloud customers
- Automated secure, low-latency coupling between GCP Stackdriver/Error Reporting and Jira, Opsgenie, and Slack, with PubSub and Java, enabling 100+ engineers to monitor and debug 1000+ customer deployments
- Managed a web app for configs, health checks, release tracking, and change requests with TypeScript and React
- Integrated Slack messages and intelligent version selection into Spinnaker/Airflow pipelines, saving 35 eng hours/week
- Wrote the canonical intro to on-call doc for all backend engineering and received extremely positive feedback
- Member of the hackathon team that created the first version of Glean Chat (now Glean Assistant)

Confluent, Software Engineer, Cloud Partnerships, Jan 2021 - Aug 2021

- Designed fault-tolerant, idempotent workflows in Go with Temporal to reduce on-call toil by 20 hours/week
- Migrated cloud billing services to Helm, and created a Python wrapper CLI to enable faster, safer Kubernetes deployments

Sync Computing, Distributed Systems Intern (Master's), Aug 2021 - Dec 2021

- Optimized Apache Spark cluster setup in AWS using Python and Apache Airflow

Capital One, Software Engineering Intern, Voice & Language, Feb 2020 - Aug 2020

- Designed and developed a secure transcript editor with audio-text alignment using React, gRPC, and Python
- Reduced deployment latency by 95% with Jenkins and automated pipeline creation with a Python CLI
- **Certified Secure Software Engineer (CSSE), Issued Aug 2020 - No Exp.**

Wabtec Railway Electronics, Software Engineering Intern, Jun 2019 - Aug 2019

- Reduced costs by \$10 million over 5 years with a customer-facing hard drive interface using .NET and XAML

Skills

Languages

- **Proficient** (most to least used)
Python, TypeScript, Go, Java, Bash, JavaScript, SQL, C#, HTML/CSS, MATLAB
- **Familiar** (most to least used)
C, C++, OCaml, Rust, R, Assembly, Ruby, Groovy

Technologies

- AWS/CloudFormation, GCP, Kubernetes, Docker, Terraform, Pulumi, gRPC, Temporal, Airflow, NumPy, PyTorch, Pandas, TensorFlow, Node, React

Theory

- Algorithms, Operating Systems, DAGs, Machine Learning, NLP, RL, Game Theory, Linear Algebra

Projects

Real vs. AI Faces (2024-2025)

- Research advisor for a high-school student project to test human performance in distinguishing real vs. AI images of human faces
- Expecting to publish in a high-school scientific journal in September 2025

Code2Grow Foundation (2023)

- CS curriculum advisor for a teaching organization supporting underprivileged students
- Received a \$150,000 grant to hire mentors for the program based on the proposed curriculum

2025

- **Personal Website Rewrite** (JavaScript)
- **Particle Life** (React, TypeScript, CSS)

2024

- **Monte Carlo Retirement Calculator** (Python, Markov Chains)

2023

- **AI Website Maker** (React, Flask, TypeScript, Python)
- **Personal Wedding Website** (HTML, CSS)

2022

- **Open Notes** (Flask, Python)

- **Reversible Physics Engine** (Jupyter, Pygame)
- **2.5-D Gravity Simulator** (Jupyter, Pygame)
- **Fireworks Simulator** (Jupyter, Pygame)
- **Copilot Arcade Game** (Jupyter, Pygame)
- **Cat Trap** (Jupyter, Pygame)
- **Monster Arena** (Jupyter, Pygame)
- **Hangman AI** (Jupyter, Python)
- **Sierpiński's Pushup Circle** (Jupyter, Python)
- **Wordle Assistant** (Jupyter, Python)

2021

- **Terraformation Space Game** (Unity, C#)

2020

- **AI Language Detector** (React, TensorFlow, JavaScript, Python)

2019

- **Small-C Compiler (Class Project)** (OCaml, Context-Free Grammar)
- **Regex Interpreter (Class Project)** (OCaml, Finite-State Automata)

2018

- **Predictive Text App** (Java, Markov Chains)
- **Autonomous Hazard Rover (Class Project)** (Arduino, C)