

RAHUL BOTHRA

Email: bothraz@illinois.edu

EDUCATION

University of Illinois, Urbana-Champaign

2023 - 2028 (expected)

Ph.D. in Computer Science

Advisor: Prof. Brighten Godfrey

Birla Institute of Technology and Science, Pilani

2016 - 2020

B.E. in Computer Science

EXPERIENCE

Microsoft Research

2020 - 2023

Research Fellow, advised by Venkat Padmanabhan and Ranjita Bhagwan

- Optimized resource provisioning and scheduling for Microsoft Teams – projected cost savings of USD 10M/year.
- Analyzed how Teams' user actions vary with network performance, which gave new insights for network optimizations.
- Optimized ML training communication for legacy hardware (TCP/Ethernet), resulting in 30% higher throughput.

Microsoft

Spring 2020

Software Engineer, Azure Migrate

Built a service to assess the application requirements and resource usage of a customer's in-house datacenter, and suggest a suitable deployment in Azure to help users migrate.

PUBLICATIONS

Switchboard: Efficient resource management for conferencing services

Rahul Bothra, Rohan Gandhi, Ranjita Bhagwan, Venkat Padmanabhan et. al.

ACM SIGCOMM 2023

Don't forget the user: It's time to rethink network measurements

Rahul Bothra*, Aryan Taneja*, Ranjita Bhagwan, Venkat Padmanabhan et. al.

ACM HOTNETS 2023

Archie: CAD for network architectures

Rahul Bothra, Venkat Arun, Akshay Narayan, Ahmed Saeed

Under submission

FaultFERENCE: Localizing failures among symmetric components

Rahul Bothra*, Vipul Harsh*, Brighten Godfrey

Under submission

Saving Private WAN: Using internet paths to offload WAN traffic at scale

Bhaskar Kataria, Palak LNU, **Rahul Bothra**, Venkat Padmanabhan et. al.

Under submission

PROJECTS

P4-TrafficTool

Advisor: Prof. Ben Leong

Optimized P4-TrafficTool to parse P4 programs and generate protocol and packet templates for popular frameworks like Scapy, MoonGen, Wireshark, etc. source

Hyperloop India, SpaceX Global Challenge

Designed and manufactured the MagLev system with Neodymium magnets for a Hyperloop prototype, and piloted at the SpaceX Global Challenge finals.

Sugar Labs

Advisor: Walter Bender, James Cameron

Sugar is a learning platform designed for primary school children with limited access to technology. I worked as an open source contributor for over two years. I fixed critical bugs in the core OS and libraries, and designed various pedagogy applications. [source](#)

AWARDS

KVPY Fellowship

Ranked 357 out of over 100,000 candidates; awarded fellowship to pursue research in pure sciences.

NTSE Scholarship

Awarded to 750 out of over 1,000,000 students based on technical and aptitude examinations.

SERVICE

Teaching Assistant

- CS F2II: Logic in Computer Science (Formal Methods), during Fall 2018 and 2019.
- CS FIII: Computer Programming, during Spring 2018 and 2019.

Open source Maintainer

- Mentored over 50 high school and college students in Google's open source programs in 2019 and 2020.
- Served on the Sugar Labs Oversight Board from 2019-2020, steering the community towards building better pedagogy tools for students.