

# Srinivas Sivaratri

Software Engineer | AI Systems, Developer Tools, Open Source

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## Summary

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Software engineer building practical AI systems and developer tools across Python, Go, and TypeScript, with upstream contributions reviewed by maintainers of better-auth and go-ethereum.

## Experience

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**Software Engineer**, Accenture – Bangalore, Karnataka, India

July 2021 – July 2022

- Managed 100+ client health records monthly using SQL and Excel; data-validation processes reduced reporting errors by 30%.
- Improved SQL query performance by 25% by indexing frequently queried columns.
- Developed a Python ETL script that automated data-processing workflows, saved 50 labor hours monthly, and reduced processing errors.
- Implemented a GitHub Actions CI/CD pipeline that accelerated project delivery by 20%.
- Collaborated with cross-functional teams on scalable database solutions that reduced daily support requests by 15%.

## Upstream Impact

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**better-auth — email enumeration at sign-in**

2025 · Security

- Traced an account-enumeration leak to the Have I Been Pwned plugin throwing during the dummy-password hash; proposed a request-scoped skip flag and regression test. Maintainers adopted the approach and shipped it in [#5998](#).

**go-ethereum — geth db truncate-freezer**

2025 · Systems

- Designed an archive-node command that binary-searches the merge block, preserves headers and hashes, and removes pre-merge bodies; revised it across three core-maintainer review rounds to batch work instead of retaining roughly 15 GB in memory. The core team built its own version.

## Selected Projects

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**POSTDATED**

2026 · Flagship

Next.js, TypeScript, React, Anthropic SDK, Vitest

- Selected as one of approximately 150 builders from 5,000+ applications (about 3%) for the five-hour Push to Prod hackathon in Bengaluru.
- Turns hospital paperwork into predicted insurance disallowances while recoverable gaps can still be fixed, converting each line into a document request or question for the doctor.
- Separated multimodal extraction from deterministic policy arithmetic and a negation-aware medical-claim guard; covered the money and guard paths with 38 tests.

**Fuzz**

2025 · Project

Bun, TypeScript, Python, FastAPI, Hugging Face

- Built a real-time text-degradation game that captures restored words at their exact fuzz level; each round makes at most one model call, and the original text never crosses the server boundary.

## Education

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**University of Alabama at Birmingham**, MS in Computer Science – Birmingham, AL, USA

Aug 2023 – May 2025

**BV Raju Institute of Technology**, BS in Computer Science – Medak, Telangana, India

Aug 2017 – June 2021

## Skills

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**Languages:** Python, Go, TypeScript, JavaScript, C, SQL

**Systems and Services:** Linux, Docker, GitHub Actions, CI/CD, HTTP servers, REST APIs, memory management

**AI:** RAG, LLM integration, multimodal AI, PyTorch, Hugging Face

## Continuing Education

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**Boot.dev — selected completed coursework:** HTTP Servers in Go, Retrieval Augmented Generation, CI/CD with GitHub Actions and Docker, Memory Management in C, SQL