

Saksham Mittal

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Work Experience

1. Morgan Stanley

Technology Analyst

Jul 2025 - Present

morganstanley.com

- Worked on migration of document storage to SharePoint, while also keeping existing logic and legacy systems intact.
- Improve access-control APIs for a platform that indexes and searches sensitive investment-banking deal documents
- Optimize reconciliation job SQL queries, cutting runtime from 9 minutes to circa 30 seconds and eliminating timeouts
- Built internal LLM skills for Morgan Stanley infrastructure, reducing permission friction and speeding developer workflows

2. Undetect

Software Developer (Intern)

Jan 2024 - Jul 2024

undetect.io

- Developed patches to enable large, enterprise-scale web scraping using Chromium.
- Built a tool to deobfuscate antibot scripts, generating human-readable JavaScript snippets and improving web application firewall analysis.
- Conceptualized, designed, and owned an automated pipeline to monitor key websites for antibot changes, accelerating research.
- Wrote custom CDP calls to aid in web scraping and custom UI elements for branding purposes
- Authored an LLM-based agent to adapt patches across Chromium versions, reducing upgrade and backport effort

3. Google Summer of Code

Open Source Contributor (Tor Project)

May 2023 - Aug 2023

arti-sample-project

- Found documentation and concurrency issues in Arti and made/reviewed MRs to fix them
- Wrote a concurrent download manager to fetch Tor Browser over Tor when direct access to the Tor Project website was blocked
- Implemented a compliant DNS-over-TCP resolver for A-record queries over Tor to evaluate Arti for non-HTTP connections
- Created a fast obfs4 bridge status checker to provide production insights into relay health for the Tor Project
- Added low-level APIs needed to run pluggable transports in server mode in Arti

Education

• National Institute of Technology, Kurukshetra

December 2021 - May 2025

B. Tech. in Information Technology

CGPA: 8.86

Skills

- **Programming Languages:** Rust, Go, TypeScript, Python, Java, C++, C, Bash, Nix
- **Frameworks / Libraries:** Tokio, Playwright, Spring Boot, uniffi
- **Databases:** PostgreSQL, MySQL, SQLite, MS SQL
- **Systems / Tools:** Docker, Linux, Git, Chromium Development, Networking, Concurrency, Database Design, Debugging, Code Review
- **Languages:** English, Hindi

Projects

1. bettertrophies

Link: github.com/gotlouguit/bettertrophies

Summary: Android app for tracking PlayStation trophies and game captures

Details:

- Uses Rust-based native library to make network requests and uniffi for generating bindings
- Reverse-engineered from the PlayStation app on Android (using static and dynamic analysis), with automated pipeline to keep metadata up-to-date with official app
- Caches trophy and game captures beyond what official app allows
- Technologies: Kotlin, Jetpack Compose, Rust, uniffi

2. P2P File Transfer

Link: github.com/gotlouguit/p2p-file-transfer

Summary: Peer-to-peer file transfer tool for direct Internet transfers without relay servers

Details:

- Designed a custom QUIC-based protocol for encrypted file transfer with basic authentication/authorization
- Implemented NAT traversal for easy NATs to establish direct client-server connections without central infrastructure
- Built asynchronous networking in Rust with Tokio, covering protocol design, parsing, and client/server flows
- Technologies: Rust, Tokio, UDP

3. sshield

Link: github.com/gotlouguit/sshield

Summary: Security-focused drop-in SSH agent replacement and key manager

Details:

- Implemented SSH agent protocol support in Rust with per-operation authentication prompts for key use
- Encrypted SQLite-backed storage with full key management support
- Nix/Home Manager integration for a hardened user systemd service
- Technologies: Rust, russh, rusqlite, SQLite, SQLCipher, Nix