

Yash Vilas Mahakal

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WORK EXPERIENCE

Google Summer of Code Contributor, Meshery

May 2026 – Sept 2026

- Developed intra- and inter-model relationships across Kubernetes, AWS, Azure, GCP, and other cloud-native technologies, enabling Meshery to model interactions and dependencies between infrastructure components.
- Extended Meshery's models, components, relationships, and schemas to advance Infrastructure-as-Design workflows across heterogeneous cloud-native environments.
- Contributed to `mesheryctl`, Meshery schemas, and technical documentation across Meshery's CLI and cloud-native modeling ecosystem.

DevOps & Cloud Intern, F13 Technologies

Jan 2025 – May 2025

- Designed and deployed AWS-based systems including an HRMS and IT Service Recommendation Platform using Glue, Personalize, Lambda, and S3.
- Automated cloud infrastructure and CI/CD pipelines using Terraform, Jenkins, and GitHub Actions.
- Implemented containerized workflows with Docker and Kubernetes, integrated CloudWatch monitoring, and streamlined service documentation using Backstage.

OPEN SOURCE CONTRIBUTIONS

Meshery

- Contributed 200+ PRs across the organization, working across documentation, `mesheryctl`, schemas, models, components, relationships, UI, and server-side code.
- Served as a Community Manager and active community member, hosted community meetings.
- Represented Meshery at KubeCon + CloudNativeCon India 2026 in Mumbai, engaging with the cloud-native community and showcasing the project.

PROJECTS

IncidentPilot

Built an evidence-driven Kubernetes AIOps/SRE platform in Go that converts Prometheus/Alertmanager incidents into evidence-backed RCA using constrained MCP reads across Kubernetes, Prometheus, Loki, Tempo, and PostgreSQL. Implemented reproducible kind-based evaluation for six failure scenarios, provider-agnostic LLM analysis, and OPA-governed GitOps remediation that gates narrow GitHub PR creation without direct cluster mutation.

Rift-Rewind

Developed an AI-powered League of Legends yearbook using AWS Bedrock (Claude 3 Haiku). Built a full-stack TypeScript solution with a React frontend and serverless AWS backend using Lambda, DynamoDB, API Gateway, S3, and CloudFront; integrated the Riot Games API and CI/CD with GitHub Actions.

CERTIFICATIONS

CNCF Kubestronaut

2026

- CKA • CKAD • CKS • KCNA • KCSA

EDUCATION

PDEA's College of Engineering

2022 – 2026

B.E. Computer Engineering

TECHNICAL SKILLS

Languages: Go, Python, C++

Systems: Linux, Bash

Cloud & IaC: AWS, Azure, GCP, Terraform, Ansible

Kubernetes & Containers: Kubernetes, Docker, Podman, Helm, Kustomize

CI/CD & GitOps: GitHub Actions, Jenkins, Argo CD, FluxCD

Platform & Networking: Backstage, Cilium, Istio

Security, Policy & Compliance: Kyverno, OPA/Rego, Trivy, Kubesec, kube-bench, Falco

Observability: OpenTelemetry, Prometheus, Grafana, CloudWatch

COMMUNITY LEADERSHIP

- **DevOps & Cloud Lead, GDG On Campus:** Conducted a month-long DevOps Essentials workshop, mentored 60 students during Google Gen-AI Study Jam 2024, and organized the Build on Aptos Blockchain Workshop.
- **Conference Speaker:** Delivered technical talks on Platform Engineering and cloud-native technologies at developer and open-source conferences.