Keshav Raj · Staff Engineer

Lead engineer building white-label SaaS platforms. Platforms, fleets and security.

https://www.linkedin.com/in/keshav-raj/ | https://github.com/keshav-raj | https://www.keshav-raj.com

SELECTED PROJECTS

App Tower: fleet control plane (2026) · Product owner + tech lead + architect
10 DAYS · Builds, staged Play rollouts and crash-free monitoring for ~660 white-label apps. 2,228 specs, 0 failing.
https://www.keshav-raj.com/work/app-tower

Self-hosted OTA updates (2026) · Architect + sole implementer
4 DAYS · KMS-signed updates, default-on for every school; rollback reaches devices in ~2 min.
https://www.keshav-raj.com/work/ota

Events ingest hardening (2026) · Primary engineer
6–9.5M/DAY · Ops dashboard, dead-letter queues and a 1,944-case compatibility gate with 0 diffs.
https://www.keshav-raj.com/work/events-ingest

Bodhi learner platform (2024 ' now) · Founder + architect
13 SERVICES · Runtime micro-frontend platform shared by web, school sites, live class and mobile.
https://www.keshav-raj.com/work/bodhi

Headless player SDK (2026) · Architect + sole author
98% MUTATION · FSM core with DRM providers; now the default player. 198/198 tests.
https://www.keshav-raj.com/work/player-sdk

ProductEventHub (2026) · Designer + primary author
200K/DAY · Typed producers, one durable outbox: ~200k auth failures a day eliminated.
https://www.keshav-raj.com/work/event-hub

Detect, then enforce (2026) · Tech lead + architect
7 MS · Contained a licence-extraction bot; repeat offenders refused in 7 ms; 54 false blocks cleared.
https://www.keshav-raj.com/work/detect-then-enforce

Native DRM SDK releases (2026) · Release owner + debugger
15+ RELEASES · Found a vendor trial licence that bricked 10 versions; fixed a 430–550% CPU spin.
https://www.keshav-raj.com/work/drm-sdk

Mobile DRM parity (2025–26) · Primary engineer
ONLINE + OFFLINE · Widevine and FairPlay online, offline and downloads in React Native.
https://www.keshav-raj.com/work/mobile-drm

CAREER

2019–2020 · Engineer. Joined a white-label learning platform and became the main builder of its new React Native + Next.js learner app.
Designed the web test player: one logic layer, a template per exam; Led the merge of mobile into the shared codebase; First admin feature: offline quiz & essay grader.

2021–2022 · Senior engineer. Moved from features to the layers everything else depends on.
Shared API cache for web + mobile; Mock-test questions served from the CDN; RN performance pass: cold start 8 s ' 1 s

2023–2025 · Senior engineer / code owner. Became the person most code passed through, then started the next platform.
Merged 57–69% of all learner-app PRs; ~600 reviews; Client analytics pipeline at 100M records/day; Founded the next-generation learner platform (2024).

2026 · Lead / Staff. Platform, fleet and security work across many repos at once, increasingly delivered with AI agents.
Fleet control plane for ~660 apps; self-hosted OTA; Mobile builds 45 ' 7 min; anti-piracy detect-then-enforce; Cadence: governed multi-agent delivery.

SKILLS

REACT NATIVE	RN 0.63'0.81, Hermes, MMKV, FlashList, native modules
WEB / NEXT.JS	App Router, React 19, SSR, micro-frontends
PLATFORM & CI/CD	GCP, GKE, Cloud Build, VM runners, release consoles
SECURITY & DRM	Widevine / PlayReady / FairPlay, device-bound tokens, signing
AI AGENTS	Claude / Codex agents, verifiers, budgets, human gates
DATA & ANALYTICS	Event pipelines, StarRocks, BigQuery, durable outboxes
PRODUCT & SPECS	Specs, user stories, API contracts, metrics design
LEADERSHIP	Sprint governance, reviews, audits, roadmaps