

Bibek Mishra

+91 9693384010 | bibekmishra974@gmail.com | linkedin.com/in/bibek-mishra
github.com/fabricnp | bibekmishra.tech

EDUCATION

Kalinga Institute of Industrial Technology (KIIT)

Bachelor of Technology in Computer Science and Engineering | **CGPA: 8.2/10.0**

Bhubaneswar, India

Aug. 2024 – May 2028

EXPERIENCE

Open Source Contributor

May 2026 – Present

Kubernetes SIGs (*cri-tools*)

Remote

- Engineered core open-source contributions for the CNCF `kubernetes-sigs/cri-tools` repository, optimizing official resources for 100,000+ global enterprise Kubernetes users.
- Authored and successfully merged Pull Request #2111, upgrading legacy CRI version references to v1.36.0 and deprecating obsolete runtime endpoints, improving developer onboarding efficiency.
- Collaborated directly with senior CNCF maintainers to integrate automated CI feedback, dynamically fetching runtime versions via GitHub APIs to eliminate manual update overhead.

PROJECTS

FabricPlay (Creator & Lead Developer) | Kotlin, Android SDK, Firebase, RTMP

June 2026 – Present

• **Live Application:** [Amazon Appstore](#) | **Website:** fabricplay.me/streamapp

- Architected and launched a high-performance Android live-broadcasting application, enabling 1440p 60fps screen streaming directly to YouTube, Twitch, and Custom RTMP servers for 100+ early users.
- Engineered a serverless, multi-store monetization backend utilizing Firebase Authentication and Firestore to bypass localized IAP restrictions for deployment across Amazon Appstore, Uptodown, and APKPure.
- Configured Google Cloud OAuth Consent scopes to securely interface with the YouTube Data API for seamless broadcast authentication.
- Leveraged advanced AI-assisted coding paradigms (Prompt Engineering) to rapidly architect, develop, and launch the entire multi-store ecosystem from scratch in just 7 days.

AWS Cloud Gaming Infrastructure | Amazon Web Services (EC2), GPU Passthrough, Networking Personal Project

- Architected and provisioned a high-performance cloud gaming environment utilizing AWS EC2 GPU instances, bypassing local hardware limitations to achieve 60+ FPS remote rendering.
- Configured custom VPC security groups and optimized network routing, reducing remote streaming latency by over 40% for ultra-low latency protocols.

AWARDS & HACKATHONS

ICDCIT 2026 Hackathon

Bhubaneswar, India

Participant | 22nd International Conference on Distributed Computing (Springer)

Jan. 2026

TECHNICAL SKILLS

Languages: Java, Kotlin, C, XML, SQL

Frameworks & SDKs: Android SDK, Firebase (Auth, Firestore), Google Cloud Platform (OAuth)

Developer Tools: Android Studio, Git, GitHub, REST APIs, AI-Assisted Development (Prompt Engineering)

Core Concepts: Mobile Architecture, Live Video Streaming (RTMP), OAuth 2.0