

🔏 lalitm.com | 🖸 LalitMaganti | 🛅 lalitmaganti | 📂 Lalit Maganti

# Summary.

Senior Staff Software Engineer with over 8 years of experience at Google, specializing in developer tooling and large-scale system performance analysis. I co-architected, and led the development of **Perfetto**, a suite of tools that has revolutionized performance diagnostics for **Android** and **Chrome**.

My work focuses on driving foundational technical strategy and delivering measurable improvements in product latency, efficiency, and quality. I am passionate about open-source, leading to Perfetto's adoption by projects like Mesa and QEMU and industry leaders like Meta and Microsoft.

# **Work Experience**

#### **Senior Staff Software Engineer**

Google

APR. 2025 - PRESENT

London, UK

- Directs the technical strategy for the performance ecosystem, shifting the focus from reactive debugging to proactive, quality-driven delivery
  across Android and Chrome.
- Orchestrates high-level collaborations with leadership in Search and Google Play Services, driving systemic improvements that reduced search latency by 10ms (P50) and resolved over 50 critical memory regressions.
- Establishes industry-wide standards, securing adoption by external partners including Samsung, Meta, and Microsoft.
- Acts as the Lead Architect for the Perfetto ecosystem, setting the bar for code quality, architectural consistency, and documentation across the team and open-source contributors.

Staff Software Engineer Google

OCT. 2022 - MAR. 2025

London, UK

- Conceived, architected and built Bigtrace, a distributed analysis engine that moved trace processing from local machines to the cloud, increasing analysis throughput by 1000x, allowing processing of O(billion) traces per month.
- Engineered a privacy-compliant field tracing stack from scratch, overcoming significant privacy and legal obstacles.
- Empowered domain-specific teams (including Auto, TV, and Wear) to build autonomous telemetry stacks by abstracting complex infrastructure
  into a flexible platform.
- Received a company-wide award for enabling optimizations that improved Android system contention metrics by over 98% (703ms → 8ms).

# **Senior Software Engineer**

London UK

OCT. 2020 - SEP. 2022

Applicated Patch Transport on single machine interacting and wie library that allowed to make the manual transport on a single machine interacting and wie library that allowed to make the manual transport of the machine in the single machine

- Architected BatchTraceProcessor, an single-machine interactive analysis library that allowed teams to move from manual trace inspection to automated, aggregate data analysis.
- Scaled the trace processor to support 49 different internal projects throughout Google.

Software Engineer Google

SEP. 2017 – Oct. 2020 London, UK

- As a founding engineer, architected the Trace Processor, a C++ library acting as an organization-standard SQL interface for performance analysis, replacing legacy and fragmented tools with a unified and custom column-oriented query engine.
- Delivered the initial integration into developer surfaces including Perfetto UI, Android Studio and Android GPU Inspector.

#### **Software Engineering Intern**

Google

SUMMER 2016 & SUMMER 2015

Mountain View, CA & London, UK

· Interned in the Android Location Research Team in Mountain View and Chrome Open Web Platform team in London.

# **Education**

#### **MEng in Joint Mathematics and Computing**

Imperial College Londor

2013 - 2017

London, UK

- Graduated with First Class Honours, focusing on software engineering, logic, formal verification and statistics.
- Awarded the Governor's Prize as the top graduating student in the cohort and Donald Davies Memorial Prize for the best final-year project.
- Final year project resulted in several research papers which have been collectively cited over 500 times.

#### Talks

#### Perfetto: The Swiss Army Knife of Linux Client/Embedded Tracing

Tracing Summit 2025

SEP. 2025

Montréal, Canada

• Demonstrated how Linux kernel and embedded developers can utilize Perfetto for root-causing performance issues, showcasing advanced features like scheduler analysis and userspace instrumentation on non-Android systems.

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OCT. 2022 London

• Presented a talk on new techniques and tools for analyzing large volumes of Android performance traces collected with Perfetto.

# **Open-Source Projects**\_

## **HoloIRC & Relay**

2013 - 2015

• Built and maintained a fully-featured IRC client for Android (HoloIRC) and its underlying Java library (Relay).

## **Android Device Bring-up & Kernel Development**

Sony

2014 - 2015

• Collaborated with Sony to develop open-source kernels and perform device bring-up for various Android devices.

#### **Android Custom ROMs**

CyanogenMod & OmniROM

2012 - 2015

• Contributed to major Android custom ROM projects, gaining significant insight into the inner workings of the Android platform.