

Ganesh Goel

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Senior Software Engineer with 1+ years of experience in building data intensive applications, tackling challenging architectural and scalability problems, collecting and sorting data, one who can be relied upon to help the company achieve its goals. A Dedicated performer who demonstrates innovation, communication and teamwork to ensure quality and timely project completion.

LINKS

Github:// @GaneshGoel
LinkedIn:// @ganesh-goel
Twitter:// @GaneshGoel3
HackerRank:// @ganeshgoel29

CERTIFICATIONS

SNOWPRO CORE CERTIFICATION
Mar 2022

**MATILLION ASSOCIATE
CERTIFICATION**
Aug 2022

HACKERRANK PROBLEM SOLVING
May 2021

NON-TECHNICAL

SKILLS

COMMUNICATION SKILLS

Able to boil down complex subjects to peers. Patient, understanding, always willing to help, is how my colleagues describe me.

CREATIVITY

I put all my creative effort into finding a solution.

EDUCATION

SHARDA UNIVERSITY

**B.TECH IN COMPUTER SCIENCE WITH
SPEC. IN DATA SCIENCE**
2018-22 | Greater Noida

SKILLS

Programming Languages

Python • SQL • Java • JavaScript • C • C++ • Angular JS

Data

Snowflake • MySQL • SQL Server • ETL Pipelines • Matillion • Airflow

Other Tools/Techs

PowerBI • PowerAutomate • AWS • Azure • GCP • Machine Learning • Android

EXPERIENCE

KIPI.BI | SENIOR SOFTWARE ENGINEER

Oct 2021 - Present | Noida, Uttar Pradesh

- Ingested data from a variety of sources including SQL server, Compass, Salesforce etc. into Snowflake using both SQL scripting as well as via ETL tools.
- Automated ETL pipelines with enabling data manipulation with little to no coding, upholding great performance and a low-code environment for multiple clients.
- Improved the effectiveness of various ETL and transformation operations and delivered high-caliber outcomes through query optimization.
- Simplified and created cost-effective data models for maintaining proper relationship between data from different sources.
- Delivered high-caliber BI reports that are extremely interactive to ensure proper data analysis.

PROJECTS

OBJECT RECOGNITION FOR 3D MODELLING IN AR ENVIRONMENT

SHARDA UNIVERSITY

Aug 2021 - May 2022

OBJECTIVE

The objective is to create a system that takes a 2D image and recreates the image as a 3D structure and then visualize it in a real-time environment.

ROLE

- Constructing a 3D sculpture of a Human from a 2D image.
- Improving the quality of sculpture using Blender.
- Creating an Android application to place and visualize the reconstructed object in AR environment using Unity.