

PRANJAI SRIVASTAVA

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TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C, C++, SQL, HTML/CSS, Rust

Frameworks & Libraries: React, Node.js, Express.js, Next.js, WebSocket, WebRTC, Tailwind CSS, Flask

Databases & Tools: PostgreSQL, MongoDB, MySQL, Git, Docker, Agile, TDD, CI/CD

PROFESSIONAL EXPERIENCE

Product Engineer Amoga Software — Bangalore, Karnataka *Oct 2025 – Present*

- Designed and implemented complex data models for enterprise-grade applications, ensuring optimal data normalization and relational integrity across multi-tenant environments.
- Engineered custom middleware and integration logic using JavaScript and Python to connect internal applications with third-party services and RESTful APIs.
- Refined application workflows and back-end logic to reduce latency in data retrieval and improve overall system responsiveness for enterprise users.
- Acted as a bridge between product requirements and technical execution, utilizing custom scripting to solve complex edge cases that standard platform features could not address.

Software Engineer EnergySpeak — Hyderabad, Telangana *Oct 2024 – Aug 2025*

- Developed a new microservice to evaluate complex mathematical formulas using AST and MongoDB aggregation pipeline to process real-time data, handling over 1 million events per day.
- Implemented JWT-based authentication from scratch to ensure API security and better UX.
- Engineered a modular form validation system for numerous application forms using React and TypeScript, minimizing code duplication and bugs.
- Collaborated on an Agile team to design, develop, and deploy key features for a customer-facing web application.

PROJECTS

Online Meeting App — Next.js, React, TypeScript, PostgreSQL [GitHub](#)

- Developed a Web Application for online meetings using WebRTC and WebSockets with a Signaling server and peer-to-peer communication.
- Designed and built a responsive frontend using Next.js, React and TypeScript that consumes the Media Streams and provides a seamless user experience.
- Implemented user authentication and room joining flows using RESTful API with Express.js and Postgresql.

Chess Engine and BOT — Python, Pygame, AI

- Developed a chess game with PvP, PvC, and Fischer variants.
- Built a custom chess engine using Minimax, alpha-beta pruning, iterative deepening, and parallel processing.
- Pygame used for UI.

Unix Shell — C lang, OS system calls

- Implemented a Bash-like Unix shell enabling to use system and builtin commands.
- Added support for process management, piping, and logical command chaining.

Food Ordering App — MERN [GitHub](#)

- Developed a zomato-like food ordering application using the MERN stack. Handled User authentication flows using JWT.
- Created a RESTful API for all CRUD operations using Express.js with MongoDB as the database.

EDUCATION

Bachelor of Technology in Computer Science and Engineering IIIT Hyderabad *2019 – 2024*

Relevant Coursework: Data Structures & Algorithms, Operating Systems, DBMS, Computer Networks, Software Systems, Statistical Methods in AI.

ACADEMIC ACHIEVEMENTS

JEE Advanced: AIR 2033 **JEE Mains:** AIR 726