# Pushpakant Behera

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# Technologies

Languages: C/C++, Go, Typescript, SQL, HTML, CSS, JavaScript, Kotlin, Python

Technologies/Libraries: NextJS, ReactJS, NodeJS, Apache Kafka, Redis, WebRTC, AWS, GraphQL, Protocol Buffers, gRPC

Tools/Applications: Docker, Kubernetes, Helm, Git, Github, Terraform, VSCode

## **Experience**

#### Associate Software Developer, Oracle – Bangalore, Karnataka

August 2023 – Present

- Engineered a robust framework for **real-time WebRTC statistics retrieval on Android**, extracting critical metrics (jitter, packet loss, RTT, FPS, frame dimensions) and reducing debug time by **75**%.
- Redesigned media streaming architecture by **decoupling audio and video publishing** using Kotlin coroutines, cutting reconnection failures by **60**% and boosting bandwidth utilization by **45**%.
- Implemented noise suppression with **SIMD** support in C++—using a **RNN** for intensive noise cancellation and deploying via **WASM** for browser environments—which achieved a **80**% improvement in processing speed (reducing latency from 60ms to 12ms per frame) and a **45**% reduction in CPU usage.

### Project Intern, Oracle - Hyderabad, Telangana

February 2023 - July 2023

- Designed and implemented a fully-integrated **WebRTC video conferencing platform** that allows real-time video, audio and messaging communication.
- Collaborated with a team of developers to optimize performance and scalability, integrating advanced features such as **screen sharing** and **recording capabilities**.

#### **Education**

National Institute of Technology, Jamshedpur, B.Tech. in Computer Science and Engineering

August 2019 - June 2023

- textbfCGPA: 8.49/10.00
- Coursework: Object Oriented Programming, Data Structures and Algorithms, Database Management Systems, Operating Systems, Computer Networks

#### **Projects**

ShopTrackr Project Link

- Architected a scalable even driven micro-service architecture for automated eBay scraping using user-defined criteria, with services communicating via **gRPC** and **Protocol Buffers** for efficient data serialization.
- Built a custom Go-based scheduler and **Python Scrapy** workers, orchestrated via **Kafka** for real-time job handling and multiprocessing.
- Deployed on AWS EKS, leveraging Karpenter and KEDA for dynamic scaling based on load, ensuring optimal resource use and performance.
- Tools Used: Go, Python, Kafka, Keda, gRPC, Protocol Buffers, Docker, Kubernetes, Helm, AWS, Terraform

# Typeracer

Project Link | Code Link

- Developed a multiplayer typing game with real-time feedbacks to user events.
- Implemented a **real-time leaderboard** system with metrics such as WPM(Word Per Minute), rank, and percentage of words completed.
- Tools Used: Angular, NodeJS, SocketIO, Docker, MongoDB

#### **Awards and Recognition**

- Received the **Matt Beal Award for Brightest Beginner** for single-handedly onboarding multiple clients by delivering a compelling POC for the usage of the real-time communication system.
- Placed 1st/25 in the Autonomous Robotics Competition.
- Ranked 2388th/16330 Leetcode Biweekly Contest 75.
- Solved more than **3000** data structures and algorithms questions on various coding platforms.