

Mohana Satyanarayana Moganti

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EDUCATION

Master of Science in Software Engineering

MAY 2025

San Jose State University, GPA: 3.6/4.0

TEACHING ASSISTANT – CMPE 132 (Information Security), CMPE 148 (Networking), CMPE 257 (Machine Learning)

TECHNICAL SKILL

Programming Languages : Python, TypeScript, Golang, Scala, C++, Java, JavaScript, SQL
QA and Testing Tools : Selenium, Postman, JUnit, TestNG, Jira
Web Development : FastAPI, ReactJS, Svelte, Spring Boot, Apollo Router, Django, Flask, Tailwind, Material UI
CICD & DevOps : Gitlab CI, Github Actions, Harness Pipeline, ArgoCD, Docker, Kubernetes, AWS EKS
Databases : MySQL, MongoDB, Neo4j, Weaviate, PostgreSQL, Pinecone, AstraDB, ChromaDB
Agile/Scrum Methodologies : Sprint planning, daily standups, QA review meetings
Cloud & Big Data : AWS, Azure, Databricks, Snowflake, Hadoop, Spark, Flink

EXPERIENCE

FOUNDING ENGINEER, GEMBIZZ LLC, San Jose, CA

AUG 2025 - PRESENT

- Designed and developed a modern progressive web app for Gembizz using FastAPI and React with Vite, leveraging asynchronous APIs and hot module reloading to accelerate development and optimize user experience. Built scalable backend microservices deployed on AWS EC2 with Docker and integrated MongoDB Atlas, automating CI/CD pipelines to reduce deployment time by 50% and ensure reliable, performant data interactions. Implemented secure system networking and IAM configurations to enable real-time communication features for business districts and merchants, increasing user engagement by 25%.

AI ENGINEER, ASTRANETIX CORPORATION, San Jose, CA

SEPT 2024 - NOV 2024

- Developed multimodal Retrieval-Augmented Generation (RAG) systems using Python, Django, Weaviate, GraphQL and OpenAI, deploying serverless architectures with AWS Lambda to boost scalability and accuracy. Integrated Apollo Router to optimize federated GraphQL query performance and improve cross-service communication by 40%. Improved response times by using optimized recommendation algorithms, HNSW indexing, and efficient data pipelines.

AI PRODUCT MANAGER, FLATIRONS AI LLC, San Jose, CA

MAY 2024 - AUG 2024

- Led the design and deployment of scalable ETL pipelines with AWS Glue and PySpark for generative AI and recommendation systems, utilizing Neo4j and Microsoft GraphRAG for advanced graph analytics. Oversaw cross-functional teams, architecting model solutions and leveraging Azure and AWS for production AI model management and deployment.

ASSOCIATE SOFTWARE ANALYST, DELOITTE TOUCHE TOHMATSU INDIA LLP, Hyderabad, TS

AUG 2021 - JUNE 2024

- Developed and optimized fintech web applications using React and TypeScript within a large-scale, enterprise environment focused on security, performance, and user experience. Designed and implemented GraphQL API integrations to enhance data access efficiency and enable responsive real-time functionality across distributed systems.

- Implemented and maintained automated CI/CD pipelines using Harness, supporting continuous delivery and compliance across multiple client engagements, improving deployment velocity by 40%. Collaborated across global, cross-disciplinary Agile teams to align software development with complex business requirements, regulatory standards, and client objectives. Delivered high-quality solutions through automated testing frameworks and rigorous QA processes, reducing post-production defects by 25% and ensuring enterprise-grade software reliability.

TRAINEE SOFTWARE ENGINEER, TURITO PVT. LTD. | YUPPTV INDIA PVT. LTD., Hyderabad, TS

JAN 2020 - JUL 2021

- Designed and developed a RESTful API using Scala and SQL for a high-traffic educational platform, ensuring scalability to support 100,000+ monthly users. Optimized backend processes by integrating with AWS DynamoDB for low-latency data storage. Crafted SQL queries, designed database schema, and programmed procedures to execute essential functionalities.

PROJECTS

Agentic Grading System, San Jose State University: Built multimodal RAG system with an agentic framework to grade students efficiently. Implemented using weaviate vector DB, CrewAI, UnstructuredIO, and Gemini models.

DEC 2024 - MAY 2025

Remote Joystick, Osmania University: Created a Google Stadia like TCP system application to play high end games on a lightweight system (with less hardware components) with less than 10ms latency using ReactJS, and Python.

NOV 2019 - JAN 2020