Druva Kumar Gunda

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Highly motivated and adaptable software engineer, currently pursuing a master's degree in computer science from Texas A&M University; eager to leverage academic knowledge and skills to contribute to innovative software solutions.

QUALIFICATIONS SUMMARY

Full-Stack Development

 Instrumental in designing and developing web applications across the entire software development lifecycle; proficient in both front-end and back-end technologies.

Teamwork & Collaboration

 Excellent communication and interpersonal skills, able to work collaboratively with cross-functional teams to ensure project success.

EDUCATION

MSc in Computer Science (GPA:4.0) Texas A&M University, College Station, TX, Jan 2023- Dec 2024

Coursework- Analysis of Algorithms, Operating Systems, Parallel Computing, Network Security, Software Security, Software Engineering, Information Storage & Retrieval, Data Mining.

B.Tech in Computer Science and Engineering (GPA 8.75/10)
National Institute of Technology, Raipur, IN, Aug 2017 - May 2021

TECHNICAL SKILLS

Coding: C/C++, Python, Java, JavaScript, Typescript, HTML, CSS, AngularJs, SQL, Ruby on Rails

Libraries: Jquery, NodeJs, Boost, Numpy, Pandas, Matplotlib, Scikit-Learn, Seaborn

Frameworks: Keras, TensorFlow, Pytorch, fast.ai, AngularJs, Jasmine

Tools: Docker, Kubernetes, BigQuery, Looker Studio, Singularity, Github, Perforce, Postman, Slurm Manager, JAMS Scheduler, MySQL, Postgresql

VOLUNTEER EXPERIENCE

Mentor, k12 Students in GenCyber Camp, Texas A&M University, 2023 Assisted Dr.Zhenuha He with Intelligence Processing Units (IPU) Tutorial, PEARC Conference, Portland, 2023

EXPERIENCE HIGHLIGHTS

SLB, Houston, TX

May 2024 - Present

Digital Technology Backend Intern

- Currently developing an interactive dashboard using Looker Studio to compute and visualize costs from **Azure** and GCP based on data from **BigQuery**.
- Implementing and analysing the logs of microservices applications which are deployed in Kubernetes clusters and Virtual Machines (VMs).
- Aiming to reduce the manual intervention and provide real-time cost tracking for consumer applications.

Texas A&M University, College Station, TX Aug 2023 – May 2024 Graduate Research Assistant - High-Performance Resource Computing

- Conducted performance assessments for diverse accelerators across four Texas A&M University supercomputers.
- Initiated job execution on **15** slurm cluster nodes utilizing Singularity images to support Large Language Models such as BERT and GPT-2.
- Utilized three distinct distributed deep learning strategies: Data Parallelism, Model Parallelism, and Tensor Parallelism.
- Executed comprehensive scaling studies on 30 GPUs across single and multi-node configurations.

Factset, Hyderabad, IN Software Engineer - II

Jun 2021 - Dec 2022

- Achieved a 50 ms reduction in API latency through the introduction of new CPP and Python endpoints and the elimination of data hub locks.
- Engineered an application for modeling securities linked to investment choices, yielding a **2x** enhancement in Customer Retention.
- Transferred Factset Deployment pipelines from Jenkins to GitHub Actions, leading to a **60**% reduction in application deployment time.
- Overhauled the user interface of a portfolio enrichment and interactive request monitoring application for fixed-income analytics.

Software Engineer - I

- Created an AngularJs library to streamline application interactions, achieving a 4x reduction in dependencies.
- Enhanced application builds for modeling interest rate shocks, resulting in a **2x** acceleration of UI rendering.
- Employed the JAMS grid scheduler to initiate portfolio analytics and actuarial scenario jobs, elevating customer satisfaction by 30%.

ACADEMIC PROJECTS

BeatBuddy

- Designed and developed a multimodal search engine that accepts queries via text and audio inputs.
- Implemented COLBERT for text-based search and K-Nearest Neighbors (KNN) algorithm for song recommendations.

CodeJudge

- Built a Ruby on Rails web application for automated student coding assignment grading, factoring in the number of attempts and their types.
- Drove a **70**% decrease in the need for manual assessment in determining problem difficulty levels.