Gaurang Rao

Computer Science Student

Will machines understand humans, better than humans understand machines?

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EDUCATION

B.Tech, Computer Science & Engineering
PES University, Bangalore

08/2017 - Present   *8.85*

Relevant Courses

- Advanced Algorithms
- Data Analytics
- System Modeling & Simulation
- Machine Learning
- Cloud Computing
- Topics in Deep Learning

12th Grade
Pace Junior Science College, Mumbai

08/2015 - 06/2017   *85%*

10th Grade
The Millennium School, Dubai

06/2013 - 06/2015   *10.0*

WORK EXPERIENCE

Content & Editorial Director
WhyWaste?

01/2020 - Present   *Bangalore*

A non-profit organisation that works to conserve water.

Achievements/Tasks

- Maintained the blog for WhyWaste?, and responsible to edit, and create articles for the same.
- Participated in various activities to raise awareness on water problems around the world.
- Conducted a story-telling session for children, to help them realise the importance of water.

Mobile App Development Intern
Avadhuta Technologies

06/2019 - 08/2019   *Bangalore*

Avadhuta Technologies focuses on product development for their clients.

Achievements/Tasks

- Refactored code to rebuild mobile application called myPatrol+ (available on the Google Play Store) using Angular 8, and Ionic.
- Created functions that used API calls to client servers to integrate it with newly designed front-end.
- Regularly interacted with development team and client team to understand requirements.

SKILLS

Development   Flask   C/C++   Python   Unity

PROJECTS

RideShare - Database as a Service (DbaaS) (01/2020 - 05/2020)

- Created the whole back-end for an application called RideShare, that would enable users to pool rides, as a part of the Cloud Computing course project.
- Learnt and used Flask, PostgreSQL, ZooKeeper and RabbitMQ.
- Hosted using Docker containers, over AWS.

Game Development (03/2020 - 05/2020)

- Created a Breakout based game on the LÖVE game engine, using Lua.
- Currently working on developing games independently on Unity, implemented through C# scripts.

Artifical Neural Network - Stellar Object Classifiier (2019)

- My Machine Learning course required us to classify Stellar objects based on photometric data.
- Built an Artifical Neural Network from scratch, using Python, and modules such as numpy (to ease with matrix multiplicaton) to generate a classifier that gave a peak accuracy of 86%.

Currency Convertor Tool (2017)

- Designed as a part of my Introduction to Computing Using Python Course, this currency convertor tool, used several Python modules, such as tkinter, requests and BeautifulSoup, to scrape live currency values and convert them.
- It consisted of a simple GUI using tkinter, and used BeautifulSoup to scrape and read live currency values.

Counter Strike 1.6 Game Server (2011)

- Created a Counter Strike 1.6 Game Server, using the Half Life Dedicated Server toolkit, by port-forwarding over my network. This server was available for players to play using my public IP.
- Served as server administrator and plugin maintainer for the server.

LANGUAGES

English
Full Professional Proficiency

Hindi
Full Professional Proficiency

Konkani
Native or Bilingual Proficiency

Kannada
Limited Working Proficiency

INTERESTS

Data Science   Deep Learning   Game Development

OpenSource