



Gaurang Rao

Computer Science Student

Always excited by how a few lines of code can lead to colossal changes.

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EDUCATION

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

08/2017 - Present

8.81

Relevant Courses

- Advanced Algorithms
- Data Analytics
- Algorithms for Information Retrieval
- 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

SDE Intern

Amadeus Software Labs

01/2021 - Present

Bangalore

Achievements/Tasks

- Working exclusively under the AIR & ACU divisions, to implement One Order Receipt, an integral part of the One Order Initiative.
- One Order is an IATA initiative - to consolidate travel transactions and passenger information under a single document.
- Responsible for writing the backend implementation for One Order Receipt as a research project, and ensuring the data changes are acceptable on the front-end side.

Teaching Assistant

PES University

01/2021 - Present

Bangalore

Achievements/Tasks

- Teaching Assistant for UE18CS343 - Topics in Deep Learning, under Prof. K S Srinivas.
- Part of a team responsible for delivering content and material to anchor professor.
- Responsible for creating question banks, answers and slide decks across various topics under Deep Learning.

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

TypeScript

Angular

PROJECTS

Search-News (08/2020 - 12/2020)

- A project, part of my Algorithms for Information Retrieval course, which aimed to build a simple search engine.
- Implemented text preprocessing and Rocchio algorithm for query modification, and also compared results against Elasticsearch.

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 implemented using Flask, PostgreSQL, ZooKeeper and RabbitMQ.
- Hosted on Docker containers, over AWS.

CouchSmash (03/2020 - 05/2020)

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

Artificial Neural Network - Stellar Object Classifier (01/2019 - 05/2019)

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

Currency Convertor Tool (08/2017 - 12/2017)

- 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.

ORGANIZATIONS

Why Waste? (01/2020 - 01/2021)

Content & Editorial Director

LANGUAGES

English

Full Professional Proficiency

Hindi

Full Professional Proficiency

Konkani

Native or Bilingual Proficiency

Kannada

Limited Working Proficiency

INTERESTS

Data Science

OpenSource

Game Development

Data Structures & Algorithms

Deep Learning