

GAURANG RAO

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Bangalore, Karnataka, India

EDUCATION

PES University

August 2017 - July 2021

Bachelor of Technology in Computer Science and Engineering

GPA: 8.86/10

Relevant Courses: Cloud Computing, Advanced Algorithms, Topics in Deep Learning, System Modeling and Simulation, Algorithms for Information Retrieval

Recipient of Prof. CNR Rao Merit Scholarship (20% of annual tuition fee awarded to top 20% of students in a semester), Semesters 1, 6.

EXPERIENCE

Amadeus Software Labs

Bangalore, India

Software Development Engineer

August 2021 - Present

- Working within the Air Travel Documents team to maintain and deliver receipts related to air travel.
- Working on a C++ backend to support new developments related to document requirements and to increase efficiency of delivery.

Amadeus Software Labs

Bangalore, India

Software Development Engineer Intern

January 2021 - May 2021

- Given sole responsibility (and opportunity) to work with the Air Travel Document team and the Document Layout team to create and deliver the One Order Document receipt.
- Added functionality to an existing C++ backend to retrieve and capture existing traveller information from a different backend.
- Designed and created procedures to allow traveller information to be passed to the layout backend.
- Generated a layout for the One Order Receipt using I-net Crystal-Clear to map the received data on the layout side.
- Delivered the expected project (and more) within time with great approval.

Avadhuta Technologies

Bangalore, India

Software Development Engineer Intern

June 2019 - August 2019

- Worked in a startup environment to deliver a mobile application for a client.
- Wrote code in TypeScript while using Angular and Ionic to create the mobile application functionality.
- Retrieved and mapped data from client backend onto the application.
- Released on the Google Play Store as myPatrol+ (later renamed to iVisit for Patrolling).

PUBLICATIONS

Sharanya Venkat, Richa, **Gaurang Rao**, Bhaskarjyoti Das. *LIARx: A Partial Fact Fake News Dataset With Label Distribution Approach For Fake News Detection* Published in *Advances in Intelligent Systems and Computing* (ISSN: 2194-5357), presented by me at **Innovations in Computational Intelligence and Computer Vision - 2021** and won best paper in the Data and Algorithms track.

ROLE OF RESPONSIBILITY

Teaching Assistant

UE18CS343: Topics in Deep Learning

PES University

January 2021 - May 2021

- Teaching assistant under Prof. Srinivas K S, for the subject of Topics in Deep Learning.
- Part of a team that created study material, slide decks and question banks for students.

Mentor

UE17CS302: Introduction to Operating Systems

PES University

October 2019 - December 2019

- Mentored a group of classmates under the guidance of Prof. Rahul Nagpal to help them understand complex concepts related to the subject better.
- Created quizzes and study notes to facilitate learning process.
- Conducted regular teaching sessions for the study group on various concepts.

KEY PROJECTS

Local Search Engine

UE17CS412: Algorithms for Information Retrieval

August 2020 - December 2020

PES University

- Pivotal member of a four-person team that presented and developed an offline local search engine based on a news dataset, constructed mainly in Python.
- Implemented the Rocchio algorithm and the pre-processing functionality for articles and queries.

CouchSmash: A Game in Lua and LÖVE

github.com/Gaupeng/CouchSmash

March 2020 - June 2020

- Designed and programmed a Breakout-based game out of self interest, written in Lua and using the game engine LÖVE.
- Published the game as an executable allowing my friends and family to test and play the game.

MiniPy3: A mini Python3 Compiler

UE17CS351: Compiler Design

January 2020 - May 2020

PES University

- Lead of a three member team that developed a Python3 compiler, mainly in C++.
- Designed and implemented the functionality for Symbol Table, Intermediate Code Generation, and Assembler.
- Wrote code to print the Abstract Syntax Tree in a pretty format.

Scalable Database-as-a-Service

UE17CS352: Cloud Computing

January 2020 - May 2020

PES University

- Key presenter and developer in a four member team that created a Database-as-a-Service to implement a ride sharing application.
- Application was hosted using Docker and AWS, created in Python using Flask. Database used was PostgreSQL.
- Wrote several APIs to enable functionality through API calls to the application.
- Scalability implemented using RabbitMQ and Apache ZooKeeper.

SKILLS

Programming Languages: C/C++, Python, TypeScript, Lua.

Technologies: Git, Angular, Flask, MySQL, PostgreSQL, Docker, RabbitMQ, AWS, Keras, Unity

EXTRA-CURRICULAR

Content and Editorial Director

Why Waste?

January 2020 - Present

whywaste.io

- Head of Content and Editing at Non-Profit Organisation Why Waste?, an organisation that raises awareness on and promotes water sustaining activities.
- Responsibilities include creating and editing content for the blog feed, social media and stakeholders.