GAURANG RAO

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Bangalore - 560017, Karnataka, India

EDUCATION

PES University   *August 2017 - July 2021*
Bachelor of Technology in Computer Science and Engineering   GPA: 8.86/10
Recipient of Prof. CNR Rao Merit Scholarship - awarded to **top 20%** of students in the stream.
Relevant Courses: Cloud Computing, Advanced Algorithms, Topics in Deep Learning, System Modeling
and Simulation, Algorithms for Information Retrieval

EXPERIENCE

Gameberry Labs   Bangalore, India
Software Development Engineer - 2   *October 2023 - Present*

- Working on various features across multiple games, internal tools, and infrastructure.
- Created a tracing library for all back-end services across the company for observability and monitoring. Deployed to all services using Ansible.
- Owned several features built using Cocos2dx, C++, Go, MongoDB, Redis, and NATS.

Gameberry Labs   Bangalore, India
Software Development Engineer - 1   *March 2022 - September 2023*

- Worked on various features across multiple games, internal tools, and infrastructure.
- Owned several features built using Cocos2dx, C++, Go, MongoDB, Redis, and NATS.

Amadeus Software Labs   Bangalore, India
Software Development Engineer   *August 2021 - March 2022*

- Streamlined procedures in the Travel Documents team to maintain and deliver travel receipts.
- Developed code on a C++ backend to support new evolutions corresponding to travel documents while aiming to increase delivery efficiency.

Amadeus Software Labs   Bangalore, India
Software Development Engineer Intern   *January 2021 - May 2021*

- Designed and delivered the pipeline to generate the One Order Receipt - a key concept in the One Order process that aims to replace air tickets, EMDs and multiple reservation documents with a single document.
- Devised functionality to capture, retrieve, and deliver existing traveler information from a different service, built fully in C++.
- Produced a layout for the One Order Receipt using I-net Crystal-Clear to map data on the layout side.

Avadhuta Technologies   Bangalore, India
Software Development Engineer Intern   *June 2019 - August 2019*

- Created a mobile application, released on the Google Play Store as myPatrol+ (renamed to iVisit for Patrolling).
- Part of a team that built a mobile application to integrate client-relayed data by writing and refactoring code in TypeScript.
- Utilized the Angular framework and Ionic SDK to develop the web application to be compiled into Android and iOS-compatible mobile applications.

PUBLICATIONS

Venkat S., Richa, **Rao G.**, Das B. (2021) 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 at Innovations in Computational Intelligence and Computer Vision - 2021 (acceptance rate: 13.75%) and won **best paper in the Data and Algorithms track.**

ROLE OF RESPONSIBILITY

Teaching Assistant   PES University
UE18CS343: Topics in Deep Learning   *January 2021 - May 2021*

· Teaching Assistant for Prof. Srinivas K S, for the subject of Topics in Deep Learning, and was part of a team that created study material, slide decks and question banks for over 120 students.

KEY PROJECTS

Local Search Engine   August 2020 - December 2020
UE17CS412: Algorithms for Information Retrieval   *PES University*

· Engineered a local offline search engine in a four member team, built in Python.
· Designed and showcased the Rocchio algorithm that boosted article scores by **upto 18%**, and the text pre-processing functionality for queries.

CouchSmash: A Game in Lua and LÖVE   March 2020 - June 2020
github.com/Gaupeng/CouchSmash

· Formulated 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 friends and family to test and play the game.

MiniPy3: A Mini Python3 Compiler   January 2020 - May 2020
UE17CS351: Compiler Design   *PES University*

· Lead of a three member team that developed a Python3 compiler, mainly in C++.
· Designed and implemented the functionality for the Symbol Table, Intermediate Code Generation, and the Assembler, along with test cases.
· Architected code to print the Abstract Syntax Tree in a clean, readable format.

Scalable Database-as-a-Service   January 2020 - May 2020
UE17CS352: Cloud Computing   *PES University*

· Presented and developed a Datbase-as-a-Service in a four member team to realise a ride sharing application.
· Application was hosted using Docker and AWS, constructed in Python using Flask. Database utilized was PostgreSQL, while scalability was achieved using RabbitMQ and Apache ZooKeeper.
· Devised and documented several APIs to create, update, and delete data from the database while ensuring **100% uptime** and hundreds of concurrent read/write operations.

SKILLS

Programming Languages: Go, C/C++, Python, Lua
Technologies: Git, MongoDB, Redis, Cocos2dx, PostgreSQL, Docker, NATS, GCP