

Gautham Yerroju

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Overview

Full Stack Developer with around 8 years of experience in web development and Python. Master's in Computer Science. Quick to learn new tools, desire to use best practices and an eye for UI and UX.

Skills

Web Development	Express with Node.JS, Flask with Python, VueJS with Router and Vuex, ReactJS, CSS3
Programming	Python, JavaScript (ES.next), C++, C
Databases	MSSQL, Postgres, MongoDB
Frameworks and Libs	VueJS, ReactJS, Mongoose, Express, Numpy, Pandas, Matplotlib, Odoo
VCS	Git, Perforce

Experience

FleetCor Technologies, Inc.

California, U.S.A

FRONT-END DEVELOPER

Sep. 2020 - Present

- Worked with a global product team to develop an online credit card management system.
- Owned components of a comprehensive in-house JavaScript front-end framework written using ES6 as a Progressive Web App.
- Collaborated with design, back-end, API, network and QA teams on a daily basis to work on and deliver value in quick iterations.
- Followed the Scrum Agile process for collaboration and timely delivery of milestones.

Odoo Inc.

California, U.S.A

FULL STACK DEVELOPER

Oct. 2018 - Jan. 2020

- Designed, developed and maintained custom business solutions for clients using open-source business software framework Odoo
- Worked as part of cross-functional team of business advisors, clients and other developers
- Attended weekly meetings with clients to solve technical roadblocks and serve as a subject matter expert
- Migrated data and code for multiple clients from legacy systems into newer versions of Odoo
- Participated in weekly code reviews, adhering to and promoting good coding standards
- Independently managed projects in Kanban workflow, took ownership of modules and delivered quality solutions
- Gave a talk Odoo's External API at yearly company conference Odoo Connect
- Conducted week-long technical trainings on the Odoo framework every quarter to a multi-national cross-domain audience (including Toyota, Japan), generating a revenue of \$5,000 per attendee to the company
- Brought in an yearly revenue of over \$100,000 to the company through time billed, including monthly recurring revenue

University of Nevada, Reno

Nevada, U.S.A

RESEARCH ASSISTANT, ADVISED BY DR. FENG YAN

Aug. 2016 - Oct. 2018

- In collaboration with **NetApp, Inc.** - Extreme scale storage failure analysis: a spatial-temporal approach
- Analyzed disk failures in real-world big data storage systems on a one-year data set
- Spatial and temporal characterization of various failure types
- Used conditional probability and Markov-chains to predict disk failures
- Test prediction algorithms on real data through simulations and analyze their accuracy

CA Technologies

Telangana, India

FULL STACK WEB DEVELOPER

Dec. 2015 - Jul. 2016

- Designed and built a web application from ground up to publish quarterly surveys and aggregate results on a dashboard
- Solely responsible for requirements analysis, design, development, testing and deploying the project
- Used ExpressJS with Node.js and Mongoose with MongoDB, with Active Directory for authentication and role management to integrate with existing infrastructure
- Role-based access control based on Active Directory roles
- Used Material Design UI kit and subtle CSS3 animations to great effect to indicating multiple features like auto-saving, notifications and state transitions
- Learned all the required tools and implemented the application in a few months, following best practices (mostly from the 12-factor app paradigm)

FactSet Research Systems

Telangana, India

SENIOR ENGINEER

Jul. 2011 - Nov. 2015

- Developed and maintained a framework using IBM STAF and Python on which automated tests can be scheduled, their results stored and sent to test owners
- Integrated the framework with other internal tools using SOAP and REST APIs
- Worked on developing a web application to schedule tests and view results (PHP, MSSQL and jQuery)
- The developed test automation framework replaced most of the manual testing team's man-hours, freeing them to test for more elusive bugs and dramatically increase product coverage
- Was awarded the "Star Performer" yearly award three times
- Was consistently rated 'Exceeds Expectations' or 'Outstanding' in every half-yearly review
- Presented work-related topics to the team every two weeks in order to improve collective knowledge
- Interviewed and trained new hires for the team on required tools, technologies and workflows

Education

University of Nevada, Reno

Nevada, United States

MSc., COMPUTER SCIENCE AND ENGINEERING

Aug 2016 - Aug 2018

Jawaharlal Nehru Technological University Hyderabad

Telangana, India

BTECH., COMPUTER SCIENCE AND ENGINEERING

Mar 2007 - Apr 2011

Projects

Personal website and blog

GAUTHAMYERROJU.COM [↗](#)

- Hand-made CSS for home-page built to be responsive and performant
- Blogging workflow with GitHub pages and Prose.io

Slidey: CSS-only slider menu for websites

GAUTHAMYERROJU.COM/SLIDEY [↗](#)

- Simple and performant sliding menu for websites
- Case study on CSS3 features and BEM syntax

Open-source Keyboard Firmware

GITHUB.COM/GAUTHAMYERROJU/QMK_FIRMWARE [↗](#)

- Contributed fixes and feature enhancements to the QMK custom keyboard firmware
- Embedded programming in C, working within limitations of low memory and CPU
- Contributed light-weight OLED animations and HID device features like rotary encoders and joysticks

VueJS web-app: Local Media Gallery

SERVER: NODEJS + SQLITE [↗](#)

- Scan folders for media on-demand
- Auto-generate and cache thumbnails on-demand for images, animated GIFs and videos
- Use SQLite for persistent storage of scanned metadata

CLIENT: VUEJS + BULMA [↗](#)

- Single-file components with modular CSS and JS
- Vuex to manage application state and Vue Router to reflect current state in URL
- Uses the Bulma CSS framework, custom performant CSS for effects and animations

Android app: Location Obfuscation

ANDROID IMPLEMENTATION OF LOCATION OBFUSCATION [↗](#)

- Implemented as an Android app "An Obfuscation-based Approach for Protecting Location Privacy" by Claudio et al.
- Location acquired by Google Places API, AOSP and Play Services location APIs with gracefully degrading location strategy
- The app generates an obfuscated location based on various techniques discussed in the research paper

Game Development

RUBY, RPG MAKER XP GAME ENGINE [↗](#)

Made several add-ons, scripts and systems for RPG Maker XP using the Ruby Game Scripting Engine.

PYTHON, CUSTOM GAME ENGINE [↗](#)

Ship Showdown: A Python game example of a 2-player game, implemented using a custom game engine developed using Pyglet multimedia library.

JAVA, CUSTOM GAME ENGINE [↗](#)

Breakout-clone using Java Swing framework based on a custom game engine (a case study in game loop, resource management and graphics).

OPENGL, CUSTOM GAME ENGINE [↗](#)

SkyRoads clone using OpenGL and a custom level designer [↗](#).

Open CV: Face counting in panning video

COMPUTER VISION

- Used Open CV to implement face counting in a panning video
- Used frame stitching followed by Haar cascades to detect and count faces

References

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