

Sai Praneeth

SOFTWARE DEVELOPMENT ENGINEER

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Skills

Languages

Python, NodeJS, TypeScript, GO, JAVA

Tools/Frameworks

AWS, Docker, Redis, MongoDB, Kafka, Confluent, Gin, Flask, FastAPI, Django, Express, PyTest, Selenium, Mocha, Sentry, Grafana, Linux

Experience

Slice

Bangalore, KA

SENIOR SOFTWARE DEVELOPMENT ENGINEER

May 22 - Present

- DaaS(Data as a Service) that manages and serves data across multiple organizations while ensuring security and auditing measures are in place. It supports postgres, mysql, DBX warehouse, async warehouse queries(on emr using airflow) datasources.
- Sanction service that provides search capabilities on public lists of sanctioned individuals using mongoDB with Atlas Search.
- Avatar service that generates avatars in real-time based on a user's selfie or gmail picture during onboarding.
- Migrated internal event streaming system from kinesis to Confluent Kafka.
- Build CI/CD pipeline using github actions and aws codesuite.
- NameMatch service that compares names from multiple sources to identify potential fraudsters.
- Refactored a legacy risk service that evaluates a user's purchasing power based on more than 100 factors.
- Built audit logging library in Golang, Python that has helped to maintain and manage the logic and infra.
- Migrated mongo database without any downtime.
- Integrated Sentry, APM, Xray, SonarQube, Swagger, and pre-commit hooks across multiple service.

SuprDaily(Swiggy)

Bangalore, KA

SOFTWARE DEVELOPMENT ENGINEER

Sep 21 - June 22

- Integrated algolia personalization to display items based on customer prior activity, cached to reduce latency.
- Enhanced the pricing platform to eliminate pricing discrepancies across different pages within the same session.
- Developed several features like best selling items based on every region are displayed to some customer, this will be dynamically updated as on when customers orders.

Hyperverge Inc.

Bangalore, KA

SOFTWARE DEVELOPMENT ENGINEER

June 20 - Sep 21

- Improved overall throughput by 60% by splitting monolith into microservices.
- Used tools like sentry, opentelemetry as well as set up test environment to reduce 5xx error rates to almost zero.
- Developed polling machine learning models from s3 instead of committing to git, this has reduced effort of engineering team significantly.
- Developed an end to end service from scratch to blacklist devices, to block with multiple fraud attempts.
- Contributed and gained expertise in developing various components of document verification service, which analyzes and retrieves data. Built it from initial stages from defining the requirements to completion of deployment.
- Designed and developed end-to-end fully functional service which categorizes ID cards based on their quality into different buckets. Focused on various service aspects like scale and configurable design.

Hyperverge Inc.

Bangalore, KA

SOFTWARE DEVELOPMENT INTERN

Dec 19 - June 20

- Implemented an API to avoid data theft, by encrypting customer data to transfer them through various geographies, which is decrypted on the receiver's side.
- Developed a complete feature to mask user identification number, in national cards of various geographies. This has been made regional agnostic which generically solves the problem.
- Dockerised application which made deployment easy.
- Built an API which validates the user inputs with the data from the user uploaded ID card, this has been generalized to handle different kinds of information in the ID card. This helps customers avoid entering incorrect data.

Projects

AUTOMATICALLY CALLING AN AMBULANCE SERVICE

- Created a service which calls an ambulance in the event of an accident. Used Raspberry Pi, which retrieves the coordinates of the vehicle location and passes it to the server.
- Google Place API is used to retrieve the phone numbers of the ambulance services near to the accident location.
- Used SMS-Gatewayhub to message the coordinates of the accident location to the ambulance service providers, thereby bypassing the need for a phone call.

GAMES DEVELOPED

- Created Snake, Pong, Bomber Man, Minesweeper games using Pygame(Python).
- Created endless-run game using unity in C-sharp.
- Developed a multiplayer shooting game that utilizes a UDP socket connection in Python and Pygame for the GUI. The game maintains its state on the client-side, which allows for the backend code to remain flexible and easily adaptable to multiple games.

TIMING ATTACKS ON RSA

- Analyzed how effective timing attacks can crack the key of RSA secured system.
- The analysis performed highlights the vulnerabilities of the RSA algorithm.

HOSTED A SITE - CHECKMETER

- Hosted a site using Flask. A custom link will be generated per user after signing up on this website. This link can be further forwarded to friends, in which they can enter data which is thereafter visible to the user.

STUDENT ATTENDANCE MANAGEMENT SYSTEM

- Developed student attendance management system using Node.js, HTML, CSS, and JavaScript to streamline and automate attendance tracking for educational institutions

Education

Vellore Institute Of Technology

B.TECH. | CGPA 8.13/10

- **Relevant Courses:** Object Oriented Programming, Cyber Security, Data Structures and Algorithms.

Vellore

2016-2020