Pranay Ghuge

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PROFESSIONAL SUMMARY

Software Engineer with 3 years of experience in full-stack development using .NET, React, Python, and cloud technologies. Experience in building enterprise data solutions. Currently pursuing Master's in Computer Science at UMass Dartmouth

EDUCATION

Master's in Computer Science, May 2026 | Dartmouth, USA
University Of Massachusetts Dartmouth (GPA 3.9 / 4)
  Coursework: Algorithms and Complexity, Software Systems Design, Advanced Machine Learning

Bachelor's of Technology - Computer & Communication, May 2021 | Jaipur, India
Manipal University Jaipur (CGPA 3.1 / 4)
  Coursework: Relational Database Managment, Operating System, Web Technologies, Data Structure, OOPS

PROFESSIONAL EXPERIENCE

Software Engineering Analyst, *Accenture* Jun 2022 – Jul 2024 | Bengaluru, India
- Engineered React (JS) & .NET (C#) web app enabling seamless database uploads via API integration
- Developed intuitive file management interface streamlining data operations
- Built real-time monitoring dashboard with comprehensive progress tracking and status updates

Software Engineer Associate, *Accenture* May 2021 – Jun 2022 | Bengaluru, India
- Consolidated multiple apps into single .NET (C#) & React (JS) webapp, reducing maintenance costs by 35%
- Built modern React UI with optimized caching, reducing load times by 30%
- Automated file processing workflow using Python scripts, significantly reducing processing time

Associate Consultant Intern, *Capgemini* Jan 2021 – Apr 2021 | Hyderabad, India
- Led 5-member team building trading application using .NET and MySQL, architecting core transaction system
- Gained hands-on experience with N-tier architecture and principles of building enterprise applications
- Applied Agile methodologies to deliver project milestones on schedule

PROJECTS

Asteroids Video Game, *Umass Dartmouth* 🔗 Dec 2024 – Jan 2025 | Dartmouth, USA
Tech Stack: Python, Pygame
- Developed a 2D space shooter game using Python and Pygame
- Implemented real-time physics and collision detection systems
- Designed object-oriented architecture using inheritance and encapsulation for game management

GPU Architecture Analysis, *Umass Dartmouth* 🔗 Sep 2024 – Dec 2024 | Dartmouth, USA
Tech Stack: Python, CUDA, NVIDIA Nsight (Graphics, Compute), Unity, Unreal Engine
- Developed Python scripts to monitor GPU performance across NVIDIA architectures
- Benchmarked CUDA on RTX 3000/4000 GPUs, analyzing performance with Nsight Compute
- Used Nsight Graphics for API call analysis and shader efficiency

Real-time Weather Analytics Platform, *Umass Dartmouth* 🔗 Sep 2024 – Nov 2024 | Dartmouth, USA
Tech Stack: Python, AWS (Lambda, S3, CloudWatch, QuickSight), REST APIs
- Created a serverless AWS Lambda pipeline for real-time weather analysis across 14 regions
- Optimized S3 storage and CSV processing, cutting data retrieval time by 30%
- Built an interactive weather dashboard with alerts for climate zone monitoring

Ocular Eye Disease Detection Model, *Umass Dartmouth* 🔗 Sep 2024 – Nov 2024 | Dartmouth, USA
Tech Stack: Python, TensorFlow, OpenCV, Scikit-learn, Pandas, NumPy, EfficientNetB0, Jupyter Lab
- Developed an ML model with TensorFlow to detect 8 ocular diseases from 5000+ retinal images
- Achieved 86% accuracy using EfficientNetB0 and transfer learning
- Improved feature extraction with K-means clustering and PCA

SKILLS

Languages & Frameworks: JavaScript/TypeScript, Python, React.js, Node.js, C#, HTML5/CSS3, TailwindCSS, Material-UI
Database, Cloud & Tools: MongoDB, MySQL, AWS, Azure, Git, GitHub, REST APIs, Jira, SSMS

AWARDS

ACE Awards, *Accenture* May 2023 | Jun 2022 | Bangalore, India
- Received two ACE Awards for exceptional technical excellence and project delivery, demonstrating outstanding contributions to enterprise-scale solutions