PRATISH DULLABH

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Executive Summary

I am always curious to learn from others and develop strong relationships with co-workers. I am a flexible team player that prospers in a fast-paced environment. I thoroughly enjoy spending time with family and friends. Other hobbies of mine include going to the gym, enjoying gourmet foods, playing soccer/cricket, gaming, travelling and finally … coding!

- Overall 2+ years' experience in Big Data, Data Science, Software Engineering, Data Engineering and Dev-Ops
- Technical experience in Bitbucket, Talend, Control-M, Spark, AWS EMR, AWS S3, AWS Sagemaker, AWS Lambda, AWS Glue, AWS Eventbridge
- Actively liaison between business stakeholders and technology teams to successfully implement solutions
- Hardworking individual with superior communication and interpersonal skills to deliver value
- A resilient, determined, and enthusiastic problem solver

Education

University of Cape Town (Cape Town, South Africa, February 2016 – February 2020):

- Honours in B.Sc. Computer Science, GPA: 77
- B.Sc. Computer Science and Business Computing

Fairbairn College (Cape Town, South Africa, February 2011 – November 2015)

Work Experience

Data Scientist, Shoprite Holdings (Cape Town, South Africa : Jan. 01, 2021 – Present)

Data Science - model development to drive customer personalisation:

- Developed multiple collaborative-filtering model that would form part of the company's recommendation engine. I showcased this to business and currently it serves as the primary input for personalised deals sent to customers.
- Another data science related project of mine consisted of creating definitions for whether customers have churned from categories. The predictive aspect of this project involved developing a classification model to accurately predict the likelihood of a customer churning within a variable time frame. After exhibiting the results and achieving an average yearly accuracy of +-85%, clients were pleased, and the model was consumed for gamification/rewards initiatives and offer-generation use cases.

Data Engineering - data mart development for analytics:

- Converted raw data into correctly grained data marts that housed a substantial amount of valuable customer insights and readily available features for ML models.

Dev-Ops - ETL and CI/CD pipeline creation for product automation:

- Through automating jobs and pushing them into production, 40 hours of manual work was eliminated and reliability for service delivery was increased.

Software Engineering - design and develop scalable integration applications:

- Integrated billions of records of data into the company's ERP system. To achieve a scalable solution, I used spark and called an API concurrently through a pandasUDF function for batches of customers.

Data Science Intern, Shoprite Holdings (Cape Town, South Africa: Feb. 03, 2020 – Dec. 31, 2020)

- During my internship year I participated in a Machine Learning competition amongst other data scientists to predict the demand of products at various branches, where I placed 1st.
- I was involved in acquiring audiences for targeted deals through data science, which yielded over 1 billion Rand in incremental sales within a year.

Extracurricular Activities

Class Representative (University of Cape Town: June 2017 – November 2017)

- I was voted to be the class representative for the systems development course in my 2nd year. I was responsible for creating a communication channel between lecturers and students, scheduling exam dates, and dealing with student queries.

Academic Projects

AutoStar: SEMI-AUTOMATED DATA WAREHOUSE CONSTRUCTION

- This was my Honours project; I worked in a team of 2 and I was responsible for semi-automatically generating a star-schema from flat and NoSQL databases.
- Java was the core language used for this project. I used it to semi-automatically develop the star-schema from both SQL and MongoDB databases. I also defined the ETL process and scripted the entire data pipeline from the source databases to the warehouse containing the generated star-schema.

Bid4Cows: an auctioning web application

- I worked in a team of 3, I was responsible for the building and testing the backend. The tools I used were Java, JavaServer Pages, JDBC and SQL.

Survival: a 2D 1-Player game + Tetris

- I created my own top-down shooter game and Tetris from scratch using Java and LibGDX.
- For the top-down shooter game I added in basic AI using A* pathfinding.

Hard Skills

Java Python C# SQL UNIX Haskell HTML CSS JavaScript React NodeJS JSP Hive Hadoop Spark Docker Kubernetes LibGDX Machine-learning Relational / NoSQL Databases Big Data & Analytics Data Engineering Dev-Ops System Integrations Data Science Software Engineering Cloud Engineering Blockchain Development

Languages & Soft Skills

English Afrikaans Problem-solving Accountability Leadership Enthusiasm Diligence Learner Futuristic Achiever Discipline Responsibility Consistency Positivity Adaptability Communication Stakeholder Management Planning Reliability Flexible