

Prathmesh Patil

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Work Experience

Junglee Games - Software Development Engineer - 2 (October 2022 - Present)

- **Reduced feature development time by 50%** by building a reusable Go module for Poker's core logic, improving maintainability across multiple variants.
- **Increased system throughput by 30%** and ensured **99.99% availability (<50ms latency)** by designing scalable microservices using Go Kit with Onion Architecture.
- **Boosted user retention by 20%** through launch of **MultiFlight Poker Tournaments**, impacting millions of users.
- **Accelerated tournament completion** with a matchmaking and table-balancing service, improving gameplay experience.
- **Cut processing time by 50%** by optimizing Poker hand-rank computation, significantly reducing CPU load during peak tournaments.
- **Delivered real-time updates to millions** with event-driven pub-sub tournament services using **Kafka, Redis streams, WebSockets, and gRPC**.
- **Processed multi-terabyte daily logs** by developing ETL pipelines (PySpark, Airflow) for data analytics and monitoring.
- **Enhanced production security** by extending Golang's encoding/json and embedding into Uber's Zap logger to protect sensitive logs.

Cognizant - Backend Developer (October 2021 - September 2022)

- Completed training in **Golang, AWS, PySpark**, strengthening backend and cloud expertise.
- Developed & maintained **REST APIs** with focus on high availability and low-latency response times.
- Built **PySpark** pipelines processing millions of records daily, leveraging **S3** for durable storage.
- Integrated **pub-sub** mechanisms and error-handling to improve resilience of batch data workflows.

Projects

- **Real Time LeaderBoard Service ([Github](#))**: Designed a scalable, low-latency leaderboard handling millions of users with Redis pub-sub, ensuring <100ms response times.
- **WebSocket Chat App ([Github](#))** : Developed real-time, event-driven chat backend supporting thousands of concurrent users with high availability and optimized memory use.
- **In-Memory Cache ([Github](#))** : Built lightweight cache with custom eviction (LRU, LFU) using Go generics; reduced retrieval latency 60% and added circuit breaker support.
- **Redis Clone ([Github](#))**: Implemented high-throughput key-value store handling 50K+ ops/sec, achieving horizontal scalability and fault tolerance.

Skills

Go | Python | Java | Data Structures | Algorithms | OOPS | Git | Linux | REST | Distributed Systems | Microservices | SQL | Kaka | System Design | Problem Solving | Docker | ElasticSearch | Big Data | Profiling

Education

MGM's College of Engineering - B.tech (August 2017 - October 2021) | CGPA :- 8.59

Achievements

- **2x SPOT & Troubleshooter Awards at Junglee Games** for exceptional performance, problem-solving, and leadership in high-impact projects.
- **Solved 500+ DSA problems** across LeetCode (Top 5% globally), HackerRank (5 star in Python & SQL), and GeeksforGeeks, demonstrating strong algorithmic and problem-solving skills
- **GATE 2021 Qualified**.
- Achieved All India Rank 55 in **Amazon HackOn** coding competition.