Sanjay Gorur

Mobile: 214-793-0251
sanjaygorurwork@gmail.com

LinkedIn: linkedin.com/in/SanjayGorur
GitHub: github.com/SanjayGorurUT
Portfolio: sanjaygorur.com

Education

- **Georgia Institute of Technology** — Atlanta, GA
  MS - Computer Science — *Aug 2024 - May 2026*
- **University of Texas at Austin** — Austin, TX
  BS - Computer Engineering Honors; GPA - 3.9 — *Aug 2020 - May 2024*
  Courses: *Algorithms, Software Design Implementation and Lab, Probability, Linear Algebra, Linear Systems and Signals, Data Structures, Discrete Math, Embedded Systems, Operating Systems, Distributed Systems, Multicore Computing, Information Security/Cryptography*

Skills

- **Languages**: Java, NodeJS, Python, JavaScript, TypeScript, HTML, CSS, Bash
- **Libraries**: Apache JMeter, Express, Axios, Apache Commons, JUnit, Jest, Passport
- **Frameworks**: ReactJS, Spring Boot, Dropwizard Flask, Tornado, Karate, Apache Spark
- **Tools**: Docker, Kubernetes, Git, Jira, GitHub, BitBucket, JaCoCo, SonarQube, Jenkins, Firebase
- **AWS/GCP**: EC2, S3, CloudRun, CloudFunction, Lambda, Pub/Sub, ECR, SNS, SQS, Spanner
- **Databases**: MySQL, PostgreSQL, Redis, DynamoDB, MongoDB, Elasticsearch, Riak, Firestore
- **Operating Systems**: macOS, Linux, Windows, FreeBSD

Experience

- **Voxer** — San Francisco, CA
  Mobile Backend Software Engineer — *July 2024 - Present*
  - **Spam Filtering**: Refactored admin tool to track down ≈**1.2M** spammers based on high contact count, blocked users, and notification-related metrics. Leveraged **CloudRun** and **Pub/Sub** to speed up account deletion and ensure update of services such as authentication data, subscriptions, and **Elasticsearch**.
  - **SAML Protocol**: Integrated Ping SSO with web client using **NodeJS CDN** for businesses using Voxer, allowing one-click access to third-party services offered by the company. Reincorporated prior **Okta** setup on server to allow SSO usage for organizations on the Android platform.
  - **Backend Security**: Secured Voxer's business portal to ensure rate limiting from attacks targeting clients, rebuilt server-side **reCAPTCHA** handling for improved performance and scalability relevant to both **Apple** and **Facebook** users.
- **Cvent** — Portland, OR
  Full Stack Software Engineering Intern — *Jun 2023 - Aug 2023*
  - **Quick Links**: Deployed a Quick Links section on Cvent's virtual event homepage, elevating attendee experience for **15k+** users at Cvent Connect. Implemented in **TypeScript** and **React** for the frontend.
  - **Gamification**: Enhanced the discussions' gamification platform with the establishment of a robust CI/CD pipeline. Addressed **50%** of tech debt tickets within sprint cycles, focusing on **Java** and **Dropwizard** for backend infrastructure.
  - **Page Visibility**: Improved **Android** application functionality for event planners to manage security and visibility of internal pages including quick links, appointments, custom cards, and documents.
- **Lookout** — Austin, TX
  Cloud Software Engineering Intern — *May 2022 - Aug 2022*
  - **Debugger Tool**: Developed a debugging tool hosted on **AWS EC2** to facilitate deregistration of tenant services and decode shared service data in **Redis**: Back-end developed in Java + **Spring Boot**, client-side with framework's REST APIs.
  - **Testing Server**: Constructed a **SonarQube** server to hold **JaCoCo** test reports relevant to code used by the control plane team; improved code coverage by at least **25%** on all projects & reduced code bugs and smells.
  - **Continuous Integration**: Leveraged **Docker** and **Jenkins** to build and test processes such as manual tenant registration, manipulation of repository data in **DynamoDB**, etc. on AWS.

Projects

- **Zilker Chess (Express, MongoDB, NodeJS, React)**: Contributed to development of Zilker Chess website, used to facilitate in-person tournaments for Austin chess events. Includes event page, online challenge API, and profile page for each user. Currently used by approximately 300 players and working to incorporate puzzle platform (Oct '22)
- **Open House Mania (Java, JavaFX, SceneBuilder)**: Designed and built an engaging auction house facilitating user bidding and item purchases, with an interactive UI. Implemented the ability for users to upload images for items, add new auction items, and included a real-time leaderboard for enhanced user engagement. (Feb '22)
- **Storm Runner (C++, Keil uVision, TM4C123G LaunchPad)**: Model of *T-Rex Game* on Google Chrome, incorporates a twist with characters from Mario Series and varying levels of difficulty paired with game speed. Gained working knowledge of hardware arhcitecture and placed **3rd** in Game Design Competition for Introduction to Embedded Systems course. (May '21)