

# Balasai Srikanth Ganti

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## EDUCATION

• **Master of science, Computer Science** August 2023 - May 2025  
*University of Florida, Gainesville, United States* **CGPA: 3.74**

**Courses:** Advanced Data Structures, Computer Graphics, Distributed Operating Systems, Human Computer Interaction, Intro to Cryptology, Computer Networks, Intro to Data Science, Data Engineering, Engineering Leadership

• **Bachelor of Technology in Electronics and Communication Engineering** June 2016 - June 2020  
*GITAM Deemed to be University, Hyderabad, India* **CGPA: 8.41**

## SKILLS

*Languages:* Python, C++, C#, Java, JavaScript, F#, SQL, OpenGL, R | *Databases:* MySQL, ELK, MongoDB, Elasticsearch, Kibana  
*Web Technologies:* HTML, Figma, CSS, Sketch, Adobe XD | *Frameworks:* Spring, Spring Boot, Spring MVC, Maven, Hibernate, React JS, Tailwind CSS | *Developer Tools:* Git, SVN, JIRA, Jenkins, CI/CD, Azure DevOps, Postman, SDLC | *Design Tools:* Adobe Photoshop, Adobe Illustrator | *Other skills:* Matlab, SDLC, Agile Methodologies, Prototyping and Wireframing, User research, journey mapping, persona development, Usability Testing.

## WORK EXPERIENCE

**Graphic Designer, Office of Advancement** December 2023 - Present  
*University of Florida - College of Liberal Arts, Gainesville, Florida*

• Designed **100+** inclusive projects, increasing client engagement by **30%**, strengthening brand presence with diverse visuals.

**Project Engineer** September 2020 - March 2023  
*Wipro Ltd, Hyderabad, India*

• Developed queuing and messaging modules for aircraft communications, optimizing Java Spring Boot, Apache Camel, and ActiveMQ to process **10 Million+** messages monthly.

• Engineered a microservice with REST APIs to encrypt, decrypt, and process **100K+** JSON tokens daily, ensuring secure and efficient data transmission via the client gateway.

• Developed a responsive User Interface for a critical airline operations dashboard, enhancing web usability and increasing page interaction efficiency by **70%** using React and adhering to **User-Centered Design (UCD) principles**.

• Configured CI/CD pipelines for legacy modules using Jenkins and Azure DevOps, automating build and deployment processes, reducing deployment time by **40%** and accelerating development cycles.

• Resolved over **100+** application defects, achieving a **35%** reduction in bug rates within the development cycle and enhancing overall system stability.

• Played a critical role in maintaining **99% system availability** post-launch, ensuring smooth transitions by proactively monitoring servers during Go Live and resolving issues swiftly.

**Implant Trainee** June 2019  
*Indian Space Research Organization/ISTRAC, Bangalore, India*

• Designed C++ scripts for telemetry decoding, anomaly detection, and data filtering, enhancing **real-time spacecraft data accuracy by 35%** and reducing processing latency by **25%** for Mars Orbiter tracking via IDSN.

• Developed signal processing and data compression algorithms, cutting telemetry data redundancy by **45%** and improving transmission reliability by **20%**, optimizing ground station storage efficiency.

## PROJECTS

**Automated Text Redactor** [Python, NLP, SpaCy, regEx, Scikit, React.js, Node.js] October 2024 – November 2024

• Developed a Python-based tool to automatically redact sensitive information from text documents, including names and customizable keywords removing sensitive information with **90%+ precision** based on user-defined rule.

• Leveraged **NLP (SpaCy)** and **regular expressions** to accurately detect and replace confidential data, ensuring privacy compliance, increasing detection accuracy by **20%** and reducing false positives by **35%**.

• Built a full-stack web app using **React.js, Node.js, and Express** to allow users to upload, process, and visualize redacted documents in real time, including redaction statistics, word frequency insights, and interactive data visualizations.

**Multi-Threaded FTP Client-Server in Python** [Python] March 2024 - April 2024

• Implemented a Python FTP client-server with multi-threading for efficient file transfer and message exchange. Handle concurrent connections, secure file transfer with 1024-byte chunks, and file overwrite prevention. Highlights proficiency in network protocols, socket programming, and threading.

**3D Gator Habitat mapping – Computer Graphics** [OpenGL, C++] November 2023 - December 2023

• Developed a 3D graphics rendering application using OpenGL, emphasizing parallax and normal mapping for realistic textures and light interactions, with features for real-time object manipulation and in-depth exploration of advanced 3D graphics principles.

**Unity Game – Super Kung-Fu Kitty** | Link: [https://simmer.io/@pineapple\\_MS/super-kung-fu-kitty](https://simmer.io/@pineapple_MS/super-kung-fu-kitty) April 2020 - May 2020

• A Platformer game in the likes of space invaders. Implemented using C# in Unity and deployed to simmer.io