Pranav Matanhelia

SOFTWARE ENGINEER

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Education

B.Tech Electrical & Electronics Engineering | Vellore Institute of Technology September 2022 - August 2026

CGPA: 7.9

Technical Skills

- **Programming:** Embedded C, Assembly, Javascript, Typescript, SQL, NoSQL, Python, Golang
- **Frameworks and Libraries:** NestJS, NextJS, React, Express
- **Tools:** Github Actions, Ansible, Docker, Nginx, Node.JS, Terraform, AWS, Azure Cloud, Traefik,
- **Courses:** Embedded C, Microprocessors and Microcontrollers, Computer Networks, Digital Electronics, DSP and Digital Image Processing

Professional Experience

IT Head | XLANCR Infotech (College Startup) October 2023 - August 2025

- Built and maintained the company's information site with **Next.js**, focusing on speed, scalability, and a smooth user experience.
- Handled IT infrastructure setup—everything from **Gsuite** and **DNS** to managing testing and production servers.
- Set up efficient **CI/CD pipelines**, making deployments faster and more reliable.
- Worked on both backend logic and frontend interfaces, contributing across the full stack.
- Managed the company's **AWS account**, balancing security with cost-effective infrastructure usage.
- Deployed and maintained internal tools like **GitHub Actions runners, Huly, NextCloud, and Plane** to support the team.
- Configured a secure **mail server** for communication with clients and the team.
- Helped the team stay organized by setting up **Agile workflows** with SCRUM and Kanban.
- Guided a small team of developers, running code reviews, sprint planning, and ensuring timely delivery of milestones.

Senior Developer | Stravah Nov. 2024 - Feb. 2025

- Developed and maintained the **frontend** of the company's main app, creating a responsive and intuitive interface.
- Took care of key IT operations like **Gsuite setup, DNS management, mail server configuration, and AWS administration**.
- Set up and maintained testing and production environments to ensure the app ran smoothly and reliably.
- Built **automated CI/CD pipelines** to speed up development and deployment cycles.
- Worked with different teams to improve app performance and solve scaling challenges.
- Ran regular code reviews and mentored junior developers to keep code quality high.

Projects

Twitch Bot September 2025

Personal Project Project Link

- Developed a real-time Twitch chat bot in Go integrating Twitch IRC, Twitch Helix API, and Riot Games API to provide live League of Legends statistics and stream information to viewers via chat commands
- Implemented automated OAuth token refresh mechanism with 50-minute intervals to maintain continuous API access without manual intervention or service interruption
- Built a caching system with JSON persistence for player data (PUUID, summoner IDs) and champion mappings to minimize API calls and improve response latency
- Designed an anti-spam protection system with configurable per-command cooldowns and command normalization (case-insensitive, ASCII-only) to handle chat abuse and ensure reliable command parsing

- Architected dynamic API endpoints to fetch live match data including real-time rank/LP, session statistics (wins/losses/winrate), and active game information (banned champions)

Hostel Management System

January 2023 – March 2023

CBSE Computer Science Project

Project Link

- Created a full-fledged management system using **Python** and **MySQL**, focusing on CRUD operations for hostel data.
- Implemented user authentication and role-based access to different modules.
- Designed a simple yet effective interface for administrators and students.

HTTP Over TCP

August 2025

Personal Project

Project Link

- Built a HTTP/1.1 protocol parser in Go that processes raw TCP streams without standard library abstractions, implementing RFC 7230-compliant header validation and incremental parsing for network efficiency
- Designed a finite state machine with 4 states (Init, Headers, Body, Done) to handle sequential request parsing, supporting Content-Length-based body extraction and case-insensitive header management
- Implemented streaming data processing with variable chunk sizes to handle real-world network conditions, ensuring non-blocking parsing of requests arriving in arbitrary-sized packets
- Developed comprehensive unit tests covering edge cases including malformed headers, incomplete requests, and variable network chunk sizes using the testify framework