Abhay Goudannavar

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ABOUT ME

Open-source contributor and AI/ML undergraduate with hands-on experience building features in real-world projects using Vue.js, Firebase, and Git/GitHub. Comfortable working in Linux/WSL environments and collaborating through PR reviews. Exploring systems-level tools including WebAssembly.

EDUCATION

- **Pre-University**
  (Mahesh PU College)

- **B.Tech in Artificial Intelligence And Machine Learning**
  (Medhavi Skills University)

TECHNICAL SKILLS

Programming Skills: Python,JavaScript,C++,Java,Rust(Basics).
Cloud and Backend Services: Firebase
Data/Ml Tools: Numpy,Pandas,Jupyter Notebook
Devops/Tools: Git,Github,Docker
Backend/APIs: FastAPI
Front End Devlopment: HTML,CSS,Vue.js,React,TypeScript(Basics).
Operating Systems: Windows,Linux,Ubuntu.
Others: WebAssembly(WASM fundamentals),Flutter,Key Hole Mapping.

EXPERIENCE

Open Source Contributor — RUXAILAB
- Contributed features and UI improvements in a production Vue.js + Firebase codebase.
- Implemented camera-based profile photo capture using browser MediaDevices APIs.
- Fixed runtime issues and improved stability (ex: logout cleanup errors).
- Worked through PR reviews, resolved merge conflicts, and ensured CI quality checks (SonarCloud) passed.

Open Source Contributor — Liquid Galaxy
- Explored the Liquid Galaxy ecosystem and contribution workflow for immersive geospatial visualization projects.
- Worked with project ideas involving Flutter-based apps and KML-based visualization for multi-screen environments.

Open Source Contributor — WasmEdge (CNCF)
- WebAssembly runtime fundamentals and WasmEdge architecture including modules, stores, and imports/exports.
- Implementing dependency graph logic and understanding module instance relationships for runtime-level tooling.
- Familiarity with systems-level debugging and runtime design concepts.

Open Source Contributor — OpenSpiel (Google DeepMind)
- OpenSpiel setup and the Python API for game-theoretic and reinforcement learning environments.
- Built foundational understanding of AI research tooling and multi-agent game simulation workflows.

PROJECTS

Sustainability Food Tracker
- Implemented features such as food entry tracking, usage history, and basic analytics for better decision making.
- Designed a simple and user-friendly UI to encourage consistent usage and awareness.

Nexora – Educational Platform
- Developed an educational platform for organizing learning content and improving student engagement.
- Implemented structured modules, content navigation, and interactive UI components for a smooth learning experience.