

# 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.

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## EDUCATION

- Pre-University  
(Mahesh PU College)
  - B.Tech in Artificial Intelligence And Machine Learning  
(Medhavi Skills University)
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## TECHNICAL SKILLS

**Programming Skills:** Python, JavaScript, C++, Java, Rust (Basics).

**Cloud and Backend Services:** Firebase

**Data/MI Tools:** Numpy, Pandas, Jupyter Notebook

**Devops/Tools:** Git, GitHub, Docker

**Backend/APIs:** FastAPI

**Front End Development:** HTML, CSS, Vue.js, React, TypeScript (Basics).

**Operating Systems:** Windows, Linux, Ubuntu.

**Others:** WebAssembly (WASM fundamentals), Flutter, Key Hole Mapping.

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## 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.

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## 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.