

GAURANG RAO

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Bangalore - 560017, Karnataka, India

EDUCATION

PES University

August 2017 - July 2021

Bachelor of Technology in Computer Science and Engineering

GPA: 8.86/10

Recipient of Prof. CNR Rao Merit Scholarship.

Relevant Courses: Cloud Computing, Advanced Algorithms, Topics in Deep Learning, System Modeling and Simulation, Algorithms for Information Retrieval

EXPERIENCE

Gameberry Labs

Bangalore, India

Software Development Engineer - 2

October 2023 - Present

- Working on various features across multiple games, internal tools, and infrastructure.
- Created a tracing library for all back-end services across the company for observability and monitoring. Deployed to all services using Ansible.
- Owned several features built using Go, C++, MongoDB, Redis, NATS and Axmol Engine.

Gameberry Labs

Bangalore, India

Software Development Engineer - 1

March 2022 - September 2023

- Worked on various features across multiple games, internal tools, and infrastructure, Go, C++, MongoDB, Redis, NATS and Axmol Engine.

Amadeus Software Labs

Bangalore, India

Software Development Engineer

August 2021 - March 2022

- Streamlined procedures in the Travel Documents team to maintain and deliver travel receipts.
- Developed code on a C++ backend to support new evolutions corresponding to travel documents while aiming to increase delivery efficiency.

Amadeus Software Labs

Bangalore, India

Software Development Engineer Intern

January 2021 - May 2021

- Designed and delivered the pipeline to generate the One Order Receipt - a key concept in the One Order process that aims to replace air tickets, EMDs, and multiple reservation documents with a single document.
- Devised functionality to capture, retrieve, and deliver existing traveler information from a different service, built fully in C++.
- Produced a layout for the One Order Receipt using I-net Crystal-Clear to map data on the layout side.

Avadhuta Technologies

Bangalore, India

Software Development Engineer Intern

June 2019 - August 2019

- Created a mobile application, released on the Google Play Store as myPatrol+ (renamed to iVisit for Patrolling).
- Part of a team that built a mobile application to integrate client-relayed data by writing and refactoring code in TypeScript.
- Utilized the Angular framework and Ionic SDK to develop the web application to be compiled into Android and iOS-compatible mobile applications.

PUBLICATIONS

Venkat S., Richa, **Rao G.**, Das B. (2021) LIARx: A Partial Fact Fake News Dataset With Label Distribution Approach For Fake News Detection. Published in Advances in Intelligent Systems and Computing (ISSN: 2194-5357). Presented at Innovations in Computational Intelligence and Computer Vision - 2021 (acceptance rate: 13.75%) and won **best paper in the Data and Algorithms track**.

ROLE OF RESPONSIBILITY

Teaching Assistant

UE18CS343: Topics in Deep Learning

PES University

January 2021 - May 2021

- Teaching Assistant for Prof. Srinivas K S, for the subject of Topics in Deep Learning, and was part of a team that created study material, slide decks, and question banks for over 120 students.

KEY PROJECTS

Local Search Engine: Built an offline search engine in Python. Designed & showcased the Rocchio algorithm to boost article scores.

CouchSmash: Designed & programmed a Breakout-based game, written in Lua and using the game engine LÖVE. Published the game as an executable allowing friends and family to test and play the game.

MiniPy3: Designed and implemented the functionality for the Symbol Table, Intermediate Code Generation, Abstract Syntax Tree and the Assembler, along with test cases.

Scalable Database-as-a-Service: Presented and developed a Database-as-a-Service in a four member team to realise a ride sharing application. Tech stack used included Docker, AWS, Flash, PostgreSQL, RabbitMQ and Apache ZooKeeper.

SKILLS

Programming Languages: Go, C/C++, Python, Lua

Technologies: Git, MongoDB, Redis, Cocos2dx, PostgreSQL, Docker, NATS, GCP