

Gur Raunaq Singh

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SKILLS

LANGUAGES:

- Proficient - Python, JavaScript
- Familiar - Java

CONTAINERIZATION:

- Docker • Kubernetes

FRAMEWORKS/LIBRARIES:

- Django • React • Flask
- OpenCV • Apache Kafka

DATABASES:

- PostgreSQL • MongoDB

CLOUD PLATFORMS:

- AWS EC2 • Heroku
- Amazon DynamoDB • Amazon Lex
- Amazon Sumerian

TOOLS:

- VS Code • PyCharm
- JupyterLab • Sketch • Unity

GUEST AUTHOR

- RealPython.com
- RayWenderlich.com

PUBLICATIONS

AMAZON SUMERIAN BY TUTORIALS

- ISBN-13: 978-1942878872
- Link - <http://bit.ly/SumerianBook>

AWARDS

- 1st Prize - AngelHack, New Delhi
- 1st Prize - GeekCombat, New Delhi
- 1st Prize - HashHacks, New Delhi
- 2nd Prize - ABinBev, Bangalore
- 2nd Prize - IncubateIND, New Delhi
- 2nd Prize - Hack@NSIT, New Delhi
- 2nd Prize - Smart Grid, New Delhi
- 1st Prize - Hack-DTU, New Delhi
- 2nd Prize - Hack-MSIT, New Delhi

EDUCATION

**GURU GOBIND SINGH
INDRAPRASTHA UNIVERSITY**
B.TECH. IN COMPUTER SCIENCE
2014-2018 | New Delhi, IN

WORK EXPERIENCE

CLICKPOST | SENIOR SOFTWARE ENGINEER

May 2021 - Present | New Delhi, India

- Working on large scale logistics integration all over India and Europe.

PETASENSE INC. | FULL-STACK SOFTWARE ENGINEER

August 2020 - April 2021 | New Delhi, India

- Built features for the Petasense Web Dashboard involving both Frontend and Backend.
- Designed a local Development Setup using Docker-Compose that simplified and automated day-to-day operations done by the Engineering team such as Backend unit-testing, end-to-end functional testing with Selenium, etc.
- Technologies used: React, Flask, Docker, Jenkins.

VEDA LABS PVT. LTD. | SOFTWARE ENGINEER

October 2018 - July 2020 | New Delhi, India

- Built a Streaming Video Analytics System from the ground up in a containerized system architecture design for deployment on Edge Devices.
- Implemented CI for end-to-end Build and Test automation.
- Researched and bench marked various technology stacks to achieve speed improvements and better compute resource usage.
- Technologies used: Python, OpenCV, Tensorflow, Kafka, Docker, Kubernetes.

RAYWENDERLICH.COM | REMOTE AUTHOR - UNITY TEAM

July 2018 - Present | New Delhi, India

- Introduction to Multiplayer Games With Unity and Photon | [Link](#)
- Unity Custom Inspectors Tutorial: Getting Started | [Link](#)
- How to use the New Unity Prefab Workflow | [Link](#)
- Introduction to Using OpenCV With Unity | [Link](#)

ANHEUSER-BUSCH INBEV | DATA SCIENCE INTERN

June 2017 - September 2017 | Bangalore, India

- Worked in the HR Team and built tools for Resume Screening and employee attrition management
- Built a dynamic information dashboard for all teams to collaborate and easily share team progress status and other updates.
- Technologies used : Flask, Firebase, mLab, jQuery.

SMARTIVITY LABS PVT. LTD. | SOFTWARE ENGINEER

June 2015 - Aug 2015 | Saket, New Delhi

- Worked on Augmented Reality Games using the Unity3D Game Engine.

PROJECTS

NEURAL STYLE TRANSFER | [HTTPS://RAUNAQNESS.IN/NEURAL](https://raunaqness.in/neural)

- Turn your potrait into a painting.
- Technologies used : Django, OpenCV, Docker, Kubernetes, AWS EC2.

THE WORKOUT GAME

- A Motion based game that aims to help Parkinsons's disease patients improve their motor functions.
- Technologies used: OpenCV and Unity3D.