

# Gur Raunaq Singh

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## HACKATHONS

- 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

## SKILLS

### LANGUAGES:

- Proficient - Python
  - Familiar - JavaScript, Java
- Golang, C++

### CONTAINERIZATION:

- Docker • Kubernetes

### FRAMEWORKS/LIBRARIES:

- Flask • Django • React
- Tensorflow • PyTorch
- OpenCV • Kafka • Zookeeper

### DATABASES:

- MongoDB • MySQL

### CLOUD PLATFORMS:

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

### TOOLS:

- Jupyter Lab • Sublime Text • Nano
- Unity3D • Unreal Engine
- Sketch • Adobe Illustrator
- Android Studio • XCode

## EDUCATION

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

## LINKS

<https://github.com/raunaqness>  
<https://linkedin.com/in/gurraunaqsingh/>

## WORK EXPERIENCE

### VEDA LABS PVT. LTD. | SOFTWARE ENGINEER - DEVOPS

October 2018 - Present | New Delhi, India

- Improved the scalability of the Video Analytics software by designing a micro-services based architecture using Docker and Kubernetes on both edge devices and cloud.
- Designed and built a CI/CD pipeline for end-to-end build and deployment automation.
- Researched and benchmarked various technology stacks to achieve speed improvements and better compute resource usage.

### 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.
- Technologies used : Unity3D.

## PROJECTS

### EASYPASTE | [LINK](#)

- A combination of an Android app and a MacOS app that synchronizes the clipboard between the two clients.
- Technologies used : Android, Python, Flask.

### THE WORKOUT GAME | [LINK](#)

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

### FLASKCBIR | [LINK](#)

- A Content Based Image Retrieval app that makes use of Image Descriptors to create a mathematical model of training dataset of images, and uses chi-squared distance to find similar images.
- Technologies used : OpenCV and Flask.

### TEXT2WALL | [LINK](#)

- A webapp that analysis an input string to understand its meaning, and creates a Wallpaper using it.