Narendranath Gogineni

EDUCATION

Indian Institute of Technology

Patna, BR

Bachelor of Technology in Civil Engineering, Minor in Sociology

July 2017 - May 2021

The Hyderabad Public School

Hyderabad, TG

Science with Electronics

June 2014 - May 2016

EXPERIENCE

Software Development Engineer

Oct 2021 – Present

Bengaluru, KA

RedBlock.ai

- Overhauled the RBAC(Role Based Access Control) setup on the server and the client, making the application robust and secure
- Worked on a framework for integrating data sources for 120+ SaaS Apps using SSO data, and third party API's
- Made the client Timezone Aware allowing us to serve the product internationally
- Developed an Agentic AI framework to automate web actions and data extraction, this is the central offering of the company
- Handled release and repo management, also automated parts of the CI/CD pipeline using Jenkins and Serverless Scripts
- Completely Overhauled Asset Management in AWS S3, fitting organization data into a tree like structure, this reduced compliance time from 2 days to less than 4 hours
- Integrated GraphQL types into the Front-end Client, this completely did away with Type Errors in production
- Helped build the core features (Utilization and Spend) around which 30+ customers were onboarded

Software Development Intern

Feb 2021 – Oct 2021

Koo App

Bengaluru, KA

- Worked in a team of two to develop the company's embedding service, a core feature of the platform. The company grew from 30,000 to 8 million+ downloads while interning there
- Offered a full time role with the company

PROJECTS / COOL STUFF

ViewsJS | LangChain, Python, Node.js | ♠ github/narengogi/views

- This is basically the UI as an universal API
- This was Jury's favourite at the Generative AI hackathon I built it at (link)

BalayyaLang | Python | Q github/narengogi/BalayyaLang

- An interpreter for a toy language, the syntax is derived from the dialogues of Indian actor Balakrishna
- Inspired from the book Crafting Interpreters

ML Hussain | Python | Q github/narengogi/ML-Hussain

- A Genetic Algorithm based Painting bot that samples paintings and tries to generate a given target painting in the style of the sampled strokes
- This never took off properly because the code was super un-optimized and computationally expensive

TECHNICAL SKILLS

Languages: Java, Python, TS/JS, SQL (Postgres), Shell Scripting (Bash and Fish)
Frameworks: Spring, LangChain, GraphQL, React, Node.js, Jupyter, Jenkins, Neo4j
Tools: AWS, Serverless, Git, Linux, Automation, CI/CD, Graph Databases, nosql Databases
Skills: Database Design, System Architecture Design, Internal Tooling, Repo Management