Pranav Krishnan

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Work Experience

OpsLevel   Toronto, ON

OpsLevel is a modern microservice catalog that allows users to track the health of their microservices, the teams that run them, and the tools and practices to keeps them running.

Software Engineering Intern   Jan. 2020 - Apr. 2020

- Led the development of a new SaaS product for secret detection: UI/UX including registration, onboarding and viewing discovered secrets; building the backend pipeline for running the secret detection engine; tuning the detection engine to reduce false positives.
- Spearheaded the shift to Terraform to manage infrastructure as code and architected the Terraform repo to allow for multiple environments and re-usability through modules.
- Built a streaming data-export feature to allow customers to fetch their account data. The pipeline streamed from MySQL to S3 and accounted for replication consistency, isolation, and concurrency.

Technologies Used: Ruby, Rails, Vue.js, Vuex, MySQL, Terraform, GoCD

Software Engineering Intern   May. 2019 - Aug. 2019

- Designed and implemented a Slackbot which lets users quickly access microservice data and operational tools during an incident, reducing time to resolution.
- Built the authorization and routing layer for a deploy tracking system. This allowed users to integrate OpsLevel with their existing continuous deployment tools.
- Rebuilt the continuous integration pipeline using Docker containers and GitLab runners to cut deploy times by over 300%, greatly increasing the productivity of the development team.

Technologies Used: Ruby, Rails, Vue.js, Vuex, MySQL

Projects

Humans Vs. Zombies   Jan. 2020 - Present

Humans vs. Zombies is a club at Waterloo that runs a weeklong game of organized tag every four months involving 200+ players. It is driven by a web application that tracks the points, tags, status, and purchases of players.

- Using a Vis.js network graph, designed and implemented a view that allowed players to monitor their participation in previous games by visualizing the players they tagged and their overall impact.
- Implemented self-serve signup, replacing the previous signup process involving Google Forms and manual data copying. This feature reduced the number of volunteers required for handling signup by 50%.
- Engineered a brand new faction management and tag approval system, allowing moderators to quickly and easily manage the state of the game, eliminating the dependence on the webmaster.

Technologies Used: Python, Django, Bootstrap

Skills

Languages and Frameworks:

Ruby, Rails, Python, Django, C/C++, SQL, Terraform, Node.js, Javascript, Vue.js, React.js, Bootstrap, GraphQL

Tools and Environments:

Bash, Vim, Docker, Git, Linux, AWS, GCP, Digital Ocean

Education

University of Waterloo   Sep. 2018 - Apr. 2023

Bachelor of Computer Science (3.9 GPA)