Pranav Krishnan

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Work Experience

Safe Software
Ruby Developer Intern

Surrey, BC
Sep. 2020 - Dec. 2020

- Rebuilt the front-end of a web application to be a single-page Angular application, reducing load times for thousands of users by up to 50% and establishing component re-usability.
- Leveraged collectd and Librato to collect metrics from an EC2 instance, displaying it in a monitoring dashboard with 7 visualizations - facilitating easy tracking, filtering and zooming of response times, memory usages and other metrics.
- Engineered a REST API with more than 30 endpoints that drove the new single-page application, and enabled users to quickly retrieve data for their running instances using OAuth or an API token.

Technologies Used: Ruby, Rails, PostgreSQL, Highcharts, Angular, Typescript

OpsLevel
Software Engineering Intern

Toronto, ON
Jan. 2020 - Apr. 2020

- Led the development of a new SaaS product for secret detection including: onboarding and viewing discovered secrets; building pipeline for running the secret detection engine; tuning 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, MySQL, Terraform, Vault, Docker, Vue, Javascript

Software Engineering Intern

May 2019 - Aug. 2019

- Built the authorization and routing layer for a deploy tracking system, which 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%, significantly increasing the productivity of the development team.

Technologies Used: Ruby, Rails, MySQL, Vue, Javascript

Projects

Humans Vs. Zombies

Jan. 2020 - Apr. 2020

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%.

Technologies Used: Python, Django, Bootstrap

Skills

Languages and Frameworks:
Ruby, Rails, Python, Django, C++, SQL, Terraform, Node.js, Bootstrap, Javascript, Typescript, Angular, Vue, React, GraphQL

Tools and Environments:
Bash, Vim, Docker, Git, Linux, AWS, GCP, Digital Ocean

Education

University of Waterloo
Bachelor of Computer Science (3.9 cGPA)

Sep. 2018 - Present