

PRANAV GOYANKA

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EDUCATION

Boston University, Graduate School of Arts and Sciences Boston, MA, USA
M.S. in Computer Science, GPA: 3.67/4.00 Sept 2023 - Dec 2024 (Exp)
Courses: Distributed Systems, Graduate Algorithms, Object Oriented Design Principles

Thapar Institute of Engineering and Technology Patiala, IN
B.E. in Electronics and Communication Engineering, CGPA: 8.84/10.00 Jul 2017 - Jun 2021
Courses: Data Structures and Algorithms, Operating Systems

SKILLS

Programming Languages	Typescript, Javascript, C++, Python, Java, Go, Bash, HTML, CSS
Tools & Frameworks	Node.js, AWS, Redis, Socket.IO, Websocket, RESTful API, Git, Linux

WORK EXPERIENCE

Mobile Premier League Bangalore, IN
Software Development Engineer Oct 2022 - Jul 2023

- Engineered backend systems and centralized libraries for NodeJS based server-authoritative games.
- Optimised infrastructure utilization and monitoring via centralized libraries and OpenTelemetry integration, resulting in a 40% reduction in infrastructure costs.
- Improved existing matchmaking systems, leading to a 70% increase in user engagement and retention.
- Integrated various game variants into a unified codebase for enhanced stability and maintainability.

Amadeus Software Labs Bangalore, IN
Software Development Engineer Aug 2021 - Oct 2022

- Created a Splunk Dashboard for Functional Monitoring and FMEA, cutting manual tasks by 50%.
- Resolved daily incidents promptly in the C++ based Back Office Tool, resulting in a 40% incident reduction.
- Optimized Back Office Recovery Process with efficient Python and Shell scripts.

Software Development Intern Jan 2021 - May 2021

- Created 'Chatbot as a Service,' a modular framework simplifying chatbot development at Amadeus.
- Developed standalone Java libraries for Google Dialogflow and IBM Watson's NLP APIs, and MongoDB.
- Released the libraries to the internal Maven Repository, used by other chatbot teams at Amadeus.

Google Summer of Code at AOSSIE Remote
Software Development Participant Jun 2020 - Aug 2020

- Contributed to the 'Social Street Smart' project aimed at combating fake information on the internet.
- Implemented a JavaScript API to detect disinformation in images using the Google Images API.
- Deployed serverless APIs based on Python-Flask to AWS Lambda.

PROJECTS

Fault Tolerant Key Value Store using the Raft Consensus Algorithm Oct 2023 - Nov 2023

- Implemented the Raft distributed consensus algorithm using Go.
- Built a key value store that uses Raft as the underlying protocol.
- Added support for snapshotting the Raft state.

Reddit Music Linking Bot Apr 2019 - May 2019

- Created a Python-based Reddit bot utilizing Spotify's API to share Spotify links for mentioned tracks, artists, or albums in comments.
- Successfully hosted the bot on a 24x7 online Raspberry Pi-based server for seamless operation.