Pranav Goyanka

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Education

Boston University — Boston, MA
MS in Computer Science | GPA: 3.71/4.00 — *Sep 2023 – Jan 2025*

Teaching Assistant: Graduate Distributed Systems (in Go)

Thapar Institute of Engineering and Technology — Patiala, India
BE in Electronics and Communication Engineering | CGPA: 8.84/10.00 — *Jul 2017 – Jun 2021*

Experience

Software Development Engineer — Oct 2022 – Jul 2023
Mobile Premier League — *Bangalore, India*

- Cut infrastructure costs by 40% through OpenTelemetry metrics collection and auto-scaling, adopted by multiple teams.
- Increased user engagement by 70% by developing cross-country matchmaking for seamless player interactions.
- Improved development speed and system reliability by designing end-to-end tested backend libraries for Node.js-based microservices, eliminating tech debt across 7 games.
- Reduced Node.js testing time by 50% using Kubernetes to run non-Node.js-dependent services locally.
- Centralized payment and game data storage by developing Java services and a Kafka data pipeline.
- Led backend development for a new application, contributing to the successful market launch.

Software Development Engineer — Jan 2021 - Oct 2022
Amadeus Software Labs — *Bangalore, India*

- Reduced chatbot development effort by over 50% by creating 'Chatbot as a Service,' a modular Java framework using Spring Boot, which integrated multiple NLP APIs and streamlined database interactions to accelerate bootstrapping.
- Promoted adoption across 3 cross-functional teams by pitching 'Chatbot as a Service' for streamlined development.
- Reduced incidents by 40% by enhancing the stability, recovery mechanisms and regression tests of the C++ backend.
- Enhanced data recovery efficiency by 80% with real-time incident monitoring via Splunk dashboards.
- Optimized database storage by automating periodic purging of 10+ TB of unwanted SQL data in production databases.

Software Developer — Jun 2020 - Aug 2020
Google Summer of Code — *Remote*

- Developed 5 APIs and a Chrome extension to detect fake news, clickbait and misinformation in images on the internet.
- Designed 3 machine learning models and integrated CI/CD pipelines for automated testing and seamless deployment.
- Reduced model size of TensorFlow machine learning models by 85% and hosted them on AWS Lambda.

Technical Skills

Programming Languages: C++, Python, Java, Go, TypeScript, JavaScript, SQL, HTML/CSS
Frameworks: Docker, Kubernetes, Node.js, React, Next.js L, gRPC, FastAPI, PyTorch, TensorFlow
Tools & Libraries: AWS, Oracle SQL / PostgreSQ, RESTful API, Spring, Apache Flink, Kafka, Redis, Git, Linux
Other Skills: Event Driven Architecture, System Design, Object Oriented Programming, Agile Development, Scrum

Projects

Retrieval-Augmented Generation for Internal Documentation | *RAG, LLMs*

- Improved LLM response accuracy by over 75% by designing a RAG pipeline leveraging Flask and ChromaDB for vector store for proprietary document ingestion.

Trending Movie Browser | *ReactJS, TailwindCSS, Vite*

- Built a movie browsing web app with debouncing support that features trending movies based on most searched titles.

Automated Trading System | *LSTM, TensorFlow, scikit-learn*

- Predicted daily temperatures with LSTM models using multi-source data and automated trades on the Kalshi exchange.

Operator Placement on the Edge in Apache Flink | *Flink, Edge Compute, Streaming*

- Enhanced Apache Flink with heterogeneous device support and run-time task offloading to edge nodes, enabling efficient edge computing for geo-distributed queries while minimizing latency.

Fault Tolerant Key-Value Store | *Distributed Systems, Raft Consensus Algorithm, Go*

- Built a scalable key-value storage service by implementing the Raft distributed consensus algorithm in Go.