Pranav Goyanka

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EDUCATION

Boston University Dec 2024

MS in Computer Science | GPA: 3.78/4.00

Boston, MA

Courses: Principles of Machine Learning, Distributed Systems, Streaming and Event-Driven Systems, Computer Networks **Graduate Teaching Assistant** for Graduate Distributed Systems (in Go)

Thapar University Jun 2021

BE in Electronics and Communication Engineering | CGPA: 3.73/4.00

Patiala, India

Courses: Data Structures and Algorithms, Operating Systems

SKILLS

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

EXPERIENCE

Software Development Engineer

Oct 2022 - Jul 2023

Mobile Premier League

Bangalore, India

- Achieved a **40% reduction** in infrastructure costs and utilization by implementing a library for metrics collection and auto-scaling using **OpenTelemetry**, enabling **graceful node shutdowns** and adoption multiple cross-functional teams.
- Boosted **user engagement** and retention by **70%** by expanding matchmaking systems with cross-country support, enabling **seamless interactions** across international user bases.
- Enabled faster development and **improved stability** by engineering backend systems and libraries with extensive end-toend testing for **Node.js microservice** based server-authoritative games, eliminating boilerplate code across 7 games.

Software Development Engineer

Jan 2021 - Oct 2022

Amadeus Software Labs

Bangalore, India

- Cut down chatbot development effort by over **50%**, by **accelerating bootstrapping time**, by creating 'Chatbot as a Service', a modular Java framework using Spring Boot for **NLP APIs** and database APIs used by over 5 teams.
- Reduced incidents by **40%** by enhancing the stability, recovery mechanisms and **regression tests** of the **C++ based backend** the Back Office tool, to comply with the IATA NDC standards.
- Increased recovery efficiency by 80% by developing a Splunk dashboard to monitor all incidents and alerts in real time.

Software Developer

Jun 2020 – Aug 2020

Google Summer of Code

Remote

- Selected for GSoC as a part of the 18% applicants globally and **contributed to the open-source** project 'Social Street Smart', aimed at combatting misinformation and fake news.
- Generated and deployed serverless Machine Learning models, CI/CD pipelines, and APIs for fake news detection.
- Reduced model size of TensorFlow machine learning models by 85% and hosted them on AWS Lambda.

PROJECTS

Retrieval-Augmented Generation for Internal Documentation

Jul 2024 – Aug 2024

- Developed a **RAG** pipeline that optimizes LLM responses based on proprietary documentation.
- Created a user-friendly web UI using Flask for uploading documentation and interacting with the model.
- Evaluated the correctness and accuracy of responses across various LLMs with RAG enabled and disabled.

Automated Trading System

Mar 2024 – Apr 2024

- Predicted daily temperatures using LSTM models and performed automated trading with over 80% accuracy.
- Collected, cleaned, and processed weather data with over 12,000 data points from 4 sources via APIs for model training.

Apache Flink on the Edge

Jan 2024 - May 2024

- Added heterogeneous device support to Apache Flink for enabling **Edge compute** on **geo-distributed queries**.
- Built a system for dynamically offloading intensive tasks to edge nodes to minimize overall latency.
- Developed a Docker environment to simulate network conditions for running experiments and benchmarking.

Fault Tolerant Key-Value Store

Oct 2023 - Nov 2023

- Built a scalable key-value storage service by implementing the Raft distributed consensus algorithm in Go.
- Ensured **robustness** against network and node failures by using a **comprehensive suite** of over **40 unit-tests**.