

PRANAV NIGADE

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PROFILE

MCA student specializing in Full Stack Development with a strong interest in Cloud Computing and DevOps automation. Passionate about building scalable web applications, improving deployment workflows, and exploring cloud native architectures.

EDUCATION

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| Master of Computer Application , MIT World Peace University Pune, India | 2024 – 2026 Expected 2026 |
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| Bachelor of Computer Application , MIT World Peace University Pune, India | 2021 – 2024 CGPA: 8.93 |
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TECHNICAL SKILLS

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| Programming Languages | JavaScript, TypeScript, Python |
| Frontend Technologies | React, Next.js, HTML, CSS, Tailwind CSS |
| Backend Technologies | FastAPI, Node.js, Express, REST APIs, WebSockets |
| Databases | PostgreSQL, MongoDB, Supabase, pgvector |
| Cloud & DevOps | Docker, GitHub Actions, CI/CD, Azure, AWS, Vercel, Git, Linux |

PROJECT EXPERIENCE

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| Clearon – RAG Knowledge Management Platform (GitHub) <i>Next.js, FastAPI, Azure OpenAI, PostgreSQL (pgvector), Docker</i> | 2024 – 2026 <i>Full Stack Developer</i> |
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- Designed and developed a production-grade Retrieval-Augmented Generation platform enabling semantic search and intelligent document processing across PDF, CSV, and web data sources.
- Integrated Azure OpenAI embeddings with PostgreSQL vector storage using pgvector to deliver scalable and high accuracy enterprise knowledge retrieval.
- Optimized backend services and API workflows, improving application performance by **97%**, reducing memory usage by **75%**, and decreasing startup time by **85%**.

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| Drawzzl – Real Time Multiplayer Drawing Game (GitHub Live) <i>React, Next.js, Node.js, TypeScript, Socket.IO, MongoDB, Docker, Azure</i> | 2024 <i>Lead Developer</i> |
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- Architected a scalable real time multiplayer platform supporting 8+ concurrent users with less than 100ms WebSocket latency and over 50 simultaneous game rooms using server authoritative state management.
- Deployed containerized microservices on Azure Container Apps with auto scaling from 0 to 3 replicas, achieving **99.9% uptime** through CI/CD pipelines using GitHub Actions.
- Built a responsive real time drawing canvas using Konva.js with MongoDB integration, JWT authentication, and seamless reconnection handling.

CERTIFICATIONS

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| AWS Cloud Solutions Architect Specialization (View Certificate) | Feb 2026 |
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| AWS Cloud Technical Essentials (View Certificate) | Jan 2026 |
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| Back End Domination (View Certificate) | Jun 2025 |
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ACHIEVEMENTS

- Secured **2nd Position** in the **E.D.G.E 2025 Mini Project Competition** (Web Development Track), MIT World Peace University.