Veeresh Kande

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EDUCATION

University of Illinois Urbana-Champaign | *Champaign, USA* **Aug 2023 – Dec 2024**
Masters in Information Management *GPA:4.0/4.0*
Birla Institute of Technology and Science Pilani|*Hyderabad India* **Aug 2016 – Jun 2020**
Bachelors in Engineering, Civil Engineering *GPA: 7.65/10.0*

TECHNICAL SKILLS

Programming Languages & Frameworks: Go, C++, Python, Java, JavaScript, React, React Native, Spring Boot, Nodejs
Databases & Tools: PostgreSQL, MongoDB, Redis, MySQL, RESTful web services, Apache Kafka, Dynamo DB, Azure, GraphQL

PROFESSIONAL EXPERIENCE

University of Illinois College of Veterinary Medicine **Champaign, USA**
AI Research Intern *May 2024 - Aug 2024*
- Developed a RAG-based chatbot using LangChain, ChromaDB, OpenAI API, and LLAMA3 to assist veterinary medicine students with academic queries
- Designed and implemented a user-friendly Dash (Python) interface, enhancing interaction with efficient query handling and accurate data retrieval for contextually relevant responses

University of Illinois Urbana Champaign **Champaign, USA**
Graduate Research Assistant *Feb 2024 - May 2024*
- Developed a board game in C# and Unity to model interactions between Large Language Models (LLM) and humans, including LLM vs. Human and LLM & Human pairing scenarios, resulting in enhanced gameplay realism and complexity
- Designed and implemented gameplay mechanics and interactions, utilizing MongoDB for data storage and Golang for backend services, leading to efficient data management and seamless game performance

GAMEBERRYLABS *Bengaluru, India*
Software Development Engineer **Sep 2022 - Aug 2023**
- Spearheaded the development of a new game mode and real-time leaderboard for an existing Android and iOS game application using C++, Golang, and Cocos Studio, driving a $1.6M annual revenue increase
- Implemented an internal customer service tool using React and Golang, enhancing payment-related query resolution time by 75%
- Enhanced internal tools written in React and automated repetitive workflows using Python, saving **400** hours of developer time annually
- Integrated ad display mechanisms using **Google AdMob SDK** for **Android,** enabling dynamic loading and display of interstitial and banner ads
- Optimised an image upload pipeline to compress images by 80% before storing in **Amazon S3**, reducing storage requirements and associated costs significantly by leveraging CI/CD for efficient and reliable deployment
- Implemented test-driven development to create and integrate an internal tool for uploading game assets, which reduced errors by over 95% and significantly enhanced the efficiency of the asset management process

OYO *Bengaluru, India*
Software Development Engineer **Sep 2020 - Sep 2022**
- Improved Oyo's overbooking **ML** model for booking cancellation management, resulting in a **10%** increase in hotel bookings, benefiting both customers and hotel owners
- Migrated Oyo's backend to Azure, streamlining the system with a Data Pipeline handling **0.5TB** daily, ensuring a smooth transition and fail-safe rollback options
- Implemented JUnit test cases for a Spring Boot microservice application, achieving over 90% code coverage and ensuring reliable functionality
- Engineered an ETL data pipeline using Apache Spark that successfully migrated over 1TB of data from a Progress Database to PostgreSQL, effectively transforming and realigning different data schemas during the architectural transition

eGovernment Foundations *Bengaluru, India*
Full Stack Developer Intern **Jan 2020 - Jun 2020**
- Developed a **MERN stack web application** enabling citizens to submit road-cutting service requests to governments, streamlining and standardizing the process, resulting in a 30% reduction in administrative overhead and improved efficiency
- Revamped Property Tax filing system into a full-stack application with **Angular** (frontend) and **Django** (backend), achieving a 50% improvement in page load speed

PROJECTS

Personal Finance and Expense Sharing Application(*Android Development*) **Feb 2024**
- Designed and Developed an **Android** application with advanced budgeting capabilities using **React Native, Kotlin**, **Go** and **PostgreSQL**, designed to simplify expense tracking and financial collaboration for individuals and groups
- Implemented over 6 vital features, including user authentication, group expense tracking, and individual and group budgeting