

Prashant Dhirendra

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EXPERIENCE

Nokia

Bengaluru,KA

Advantage Configurator - Software Developer

Jun 2025 – Present

- Currently working on the cloudification of the Advanced Configurator, a key component in the network management product suite
- Migrating the application from a traditional deployment to a cloud-native architecture, utilizing containers (Docker) and Helm charts for deployment automation and environment consistency
- Refactoring the legacy system to be compatible with Kubernetes-based environments, with a focus on scalability, maintainability, and CI/CD readiness

MantaRay SON - Software Developer

June 2024 – Jun 2025

- Contributed to the development of a new front-end for NOKIA's Self-Organizing Network (SON) solution using React and the Nokia CCFK (Common Client Framework Kit), building the UI architecture completely from scratch
- Performed lab upgrades and test environment setup to validate new features and support end-to-end testing, including regression checks and performance tuning
- Closely collaborated with the UX/UI design team to translate wireframes and user flows into functional, responsive, and intuitive user interfaces

NFM-M - Software Developer

Aug 2022 – June 2024

- working on NOKIA's Network Management Systems for core network elements like CMM, CMG, and MME, which are vital components of the Packet Core (PaCo) infrastructure
- Responsible for designing, implementing, and enhancing FCAPS (Fault, Configuration, Accounting, Performance, and Security) functionalities for PaCo elements
- Proactively automate repetitive or manual tasks to improve team productivity and reduce time spent on non-essential operations

Eden-SON- Graduate Engineer Trainee

Aug 2021 – Aug 2022

- Contributed to the development, testing, and debugging of Cell Outage Compensation (COC), a critical and widely used module within NOKIA's market-leading SON solution, Eden-NET
- Gained hands-on experience in software design principles, writing clean, modular, and scalable code with robust unit and integration testing
- Embraced agile methodologies by taking on the role of Scrum Master for 4 Program Increments, supporting a 5-member development team
- Managed the Scrum board, tracked sprint velocity, and regularly provided updates in Scrum of Scrums (SoS), helping maintain alignment and delivery transparency across teams

EDUCATION

Vellore Institute of Technology

Vellore, IN

Masters of Computer Application

Aug. 2019 – July 2021

Disha College

Raipur, IN

Bachelor of Computer Application

Aug. 2014 – May 2018

PROJECTS

Gitlytics | Python, Flask, React, PostgreSQL, Docker

June 2020 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | Spigot API, Java, Maven, TravisCI, Git

May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib