Pratik Fandade

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EDUCATION

University at Buffalo, State University of New York

Master of Science in Computer Science and Engineering

Buffalo, NY

Expected Graduation: Dec 2025

• Relevant Coursework: Distributed System, Object-Oriented Programming, Operating System, Database Management System, Artificial Intelligence, Machine Learning, Cyber Security, Data Structures and Algorithms

TECHNICAL SKILLS

- Languages: C, C++, C#, Python, HTML, CSS, JavaScript, TypeScript, Go, Rust
- Web/Frameworks: React.js, Node.js, Webpack, Babel, NPM, Yarn, Spring Boot
- Cloud/DevOps: Amazon Web Services (AWS), GCP, Docker, Kubernetes, GitHub Actions, REST APIs, RabbitMQ
- Databases: PostgreSQL, MySQL, SQL, Mongo DB, Redis
- Tools: Git (Version Control), Jenkins, Linux, Cypress, Appium, Selenium, JEST, Maven, Bash

WORK EXPERIENCE

Redprint Inc. Jun 2025 – Present

Software Developer Intern

Buffalo, NY

- Delivered a full-featured Android productivity app by transforming wireframes into a scalable React Native product, enabling cross-platform support for Redprint's core features.
- Improved app reliability and user experience by implementing tracking and builder modes, resolving real-device bugs, and optimizing UI/UX flow using Zustand and native APIs.
- Showcased the project at UB's CSE Demo Day after leading end-to-end development and collaborating with a 5-member team, managing late-stage debugging, testing, and version control through Git and Expo.

Colgate Palmolive Feb 2022 – Aug 2024

Software Engineering Intern | Junior Software Engineer | Software Engineer

Mumbai, India

- Built scalable inventory systems used by 10,000+ businesses through Agile collaboration with a 16-member engineering team using full-stack tools.
- Achieved low-latency performance for over processing 100 million records by optimizing RESTful APIs and background tasks using Django, React, GCP, Kubernetes, RabbitMQ, Celery, and Docker.
- Accelerated deployment cycles by 60% by leading the development of automated CI/CD pipelines using GitHub Actions, Cypress, and Jest.
- Reduced UI rendering overhead by 70% through a complete frontend architecture refactor using React, Redux, MUI-X, Ant Design, and Ag-grid.
- Improved system reliability by resolving **100+ bugs** and feature requests via **Test-driven development (TDD)**, directly impacting global operations.
- Developed and shipped core features for software used across 100+ countries as part of a 6-person full-stack team.
- Accelerated data validation by over 50% through the creation of a high-speed processing pipeline handling thousands of records per second.

PROJECTS

- Engineered a Redis-inspired in-memory database in Go, which became the foundational element for a high-performance caching layer, leading to a 30% reduction in average application response time.
- Implemented **Thread-safe mechanisms** within the RESP protocol parser, ensuring zero data corruption during concurrent client requests, increasing overall system reliability for the in-memory database.

PUBLICATIONS/ACHIEVEMENTS

- Guided performance and code quality improvements by serving as a Code Reviewer on the open-source <u>Diesel ORM Builder in Rust</u>, focusing on database connection pooling and compile-time query generation.
- Published research on <u>LSTM-based Stock Prediction</u> by integrating time-series modeling with Twitter sentiment analysis, and designed a **Real-Time Messaging System** with scalable distributed architecture.