

ANAND RAVINDRAN

Cloud Engineer

CONTACT

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EDUCATION

**MANIPAL INSTITUTE OF TECHNOLOGY
(2018 - 2022)**

Bachelor of Technology (Computer Science & Engineering)

- Minor in Computer Networks and Security

SKILLS

C / C++
Python
HTML5, Javascript, CSS3
Go (Golang), Swift
Kubernetes, Docker
Bash
Adobe Suite

CERTIFICATES AND ACHIEVEMENTS

**Board Member @ MIT Chess Club
(2019 - 2021)**

- Organized offline and online chess events.

Python for Data Science and AI (2020)

- Completed a Coursera course offered by IBM which covers the essentials of Data Science and working with Pandas and Numpy.

Developer at IECSE (2018 - 2020)

- Conducted coding competitions.
- Organized coding classes.

Developer @ MIT Game Development Club (2018 - 2019)

- Created games using the Unity engine.
- Conducted gaming tournaments.

Techathlon 2018 (Hackathon) (2018)

- Secured second place for building an Augmented Reality application for iOS.

TEDx Event Manager (TEDxOOBSchool) (2015)

- Organized and managed TEDxOOBSchool.
- <https://www.ted.com/tedx/events/15044>

WORK EXPERIENCE

CLOUD ENGINEER (08/2022 - Present)

Hewlett Packard Enterprise (Bangalore, India)

- Created a metrics monitoring platform using Prometheus and Grafana.
- Set up an event streaming system using Apache Kafka.
- Working on a disconnected version of Private Cloud Enterprise.

**RESEARCH & DEVELOPMENT INTERN
(01/2022 - 07/2022)**

Hewlett Packard Enterprise (Bangalore, India)

- A member of the HPCaaS team in HPE GreenLake.
- Created a security feature to safeguard and protect user data using Docker, Golang, Bash, and Kubernetes.

**SOFTWARE ENGINEER INTERN
(02/2021 - 04/2021)**

Innoright Solutions (Hyderabad, India)

- Front-end web developer for an application used for aiding mentally challenged individuals using React.
- Prediction of upcoming episodes of agitated behaviour using Python.

PROJECTS

Track the International Space Station | Web Dev (2021)

- Made a website to track the International Space Station using HTML5, CSS3, Javascript, and 3 different APIs.

A clock using an Arduino Uno | Hardware project (2020)

- A simple clock using an LCD display, an Arduino Uno, and C++ in the Arduino IDE.

Augmented Reality food picker | iOS Application (2018)

- An iOS application called "Food Eye" built using Apple's ARKit during the Techathlon '18 hackathon organized by National Institute of Technology, Calicut.

Geometry Dash | 2D Platformer game with Python (2016)

- A 2D platformer made using Python2 and Pygame.

LANGUAGES

English	(Native proficiency)
Malayalam	(Native proficiency)
Hindi	(Native proficiency)
Arabic	(Elementary proficiency)