

# GAURANG RAO

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Bangalore - 560017, Karnataka, India

## EDUCATION

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### PES University

*August 2017 - July 2021*

Bachelor of Technology in Computer Science and Engineering

GPA: 8.86/10

Recipient of Prof. CNR Rao Merit Scholarship - awarded to **top 20%** of students in the stream.

**Relevant Courses:** Cloud Computing, Advanced Algorithms, Topics in Deep Learning, System Modeling and Simulation, Algorithms for Information Retrieval

## EXPERIENCE

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### Gameberry Labs

Bangalore, India

*Software Development Engineer*

*March 2022 - Present*

- Working on building some fun, casual games!

### Amadeus Software Labs

Bangalore, India

*Software Development Engineer*

*August 2021 - March 2022*

- Streamlined procedures in the Travel Documents team to maintain and deliver travel receipts.
- Developed code on a C++ backend to support new evolutions corresponding to travel documents while aiming to increase efficiency of delivery.

### Amadeus Software Labs

Bangalore, India

*Software Development Engineer Intern*

*January 2021 - May 2021*

- Designed and delivered the pipeline to generate the One Order Receipt - a key concept in the One Order process that aims to replace air tickets, EMDs and multiple reservation documents with a single document.
- Accorded with the sole opportunity to work with the Air Travel Document team and the Document Layout team to devise functionality to capture, retrieve and deliver existing traveller information from a different backend, built fully in C++.
- Produced a layout for the One Order Receipt using I-net Crystal-Clear to map data on the layout side.

### Avadhuta Technologies

Bangalore, India

*Software Development Engineer Intern*

*June 2019 - August 2019*

- Created a mobile application, released on the Google Play Store as myPatrol+ (renamed to iVisit for Patrolling).
- Worked in a startup environment to deliver a mobile application to integrate client relayed data by writing and refactoring code in TypeScript.
- Utilized the Angular framework together with Ionic SDK to develop the web application to be compiled into Android and iOS compatible mobile applications.

## PUBLICATIONS

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Venkat S., Richa, **Rao G.**, Das B. (2021) LIARx: A Partial Fact Fake News Dataset With Label Distribution Approach For Fake News Detection. Published in Advances in Intelligent Systems and Computing (ISSN: 2194-5357). Presented at Innovations in Computational Intelligence and Computer Vision - 2021 (acceptance rate: 13.75%) and won **best paper in the Data and Algorithms track**.

## ROLE OF RESPONSIBILITY

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## Teaching Assistant

*UE18CS343: Topics in Deep Learning*

PES University

January 2021 - May 2021

- Teaching Assistant for Prof. Srinivas K S, for the subject of Topics in Deep Learning, and was part of a team that created study material, slide decks and question banks for over 120 students.

## Mentor

*UE17CS302: Introduction to Operating Systems*

PES University

October 2019 - December 2019

- Mentored a **group of five** classmates under the guidance of Prof. Rahul Nagpal to help them understand complex concepts related to the Operating Systems, such as segmentation, paging, linking and file systems by conducting regular teaching sessions, while also creating quizzes, question banks and reference notes.

## KEY PROJECTS

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### Local Search Engine

*UE17CS412: Algorithms for Information Retrieval*

August 2020 - December 2020

PES University

- Engineered a local offline search engine in a four member team, built in Python.
- Designed and showcased the Rocchio algorithm that boosted article scores by **upto 18%**, and the text pre-processing functionality for queries.

### CouchSmash: A Game in Lua and LÖVE

*github.com/Gaupeng/CouchSmash*

March 2020 - June 2020

- Formulated and programmed a Breakout-based game out of self interest, written in Lua and using the game engine LÖVE.
- Published the game as an executable allowing friends and family to test and play the game.

### MiniPy3: A Mini Python3 Compiler

*UE17CS351: Compiler Design*

January 2020 - May 2020

PES University

- Lead of a three member team that developed a Python3 compiler, mainly in C++.
- Designed and implemented the functionality for the Symbol Table, Intermediate Code Generation, and the Assembler, along with test cases.
- Architected code to print the Abstract Syntax Tree in a clean, readable format.

### Scalable Database-as-a-Service

*UE17CS352: Cloud Computing*

January 2020 - May 2020

PES University

- Presented and developed a Database-as-a-Service in a four member team to realise a ride sharing application.
- Application was hosted using Docker and AWS, constructed in Python using Flask. Database utilized was PostgreSQL, while scalability was achieved using RabbitMQ and Apache ZooKeeper.
- Devised and documented several APIs to create, update, and delete data from the database while ensuring **100% uptime** and hundreds of concurrent read/write operations.

## SKILLS

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**Programming Languages:** C/C++, Python, TypeScript, Lua.

**Technologies:** Git, Angular, Flask, MySQL, PostgreSQL, Docker, RabbitMQ, AWS, Keras, Unity

## EXTRA-CURRICULAR

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### Content and Editorial Director

*Why Waste?*

January 2020 - Present

*whywaste.io*

- In charge of formulating and editing blog posts, captions and content for social media for Why Waste?, a nonprofit organization that promotes and raises awareness on water sustaining activities.