Pranav Gore

Software Developer, Runner.

https://pranavgore09.github.io/ (Make things work)

(+91)9823344124 (INDIA resident) pranavgore09@gmail.com SKILLS

@pranavgore09

- → Understand, Learn, Adapt, Train, Build and Deliver projects/features.
- → REST API building, infrastructure management (AWS). Continuous Integration/Deployment, Containerizing software applications.
- → Team building via brainstorming, agile process, PR reviews, training sessions.
- → Benefits from basic and advanced JavaScript, Golang training/workshops.

EXPERIENCE (Total 10yrs)

Avoma, Palo Alto, CA (APRIL 2018 - PRESENT)	We have developed a conversational Intelligence product for making meetings actionable with a meeting lifecycle assistant. Lots of features engineered end to end.	FFmpeg, Python (Django + DRF), Docker, Xvfb, Pulseaudio, Fluxbox. Kafka, Faust, AWS(infra+cost), LogDNA, ScoutAPM, Fabric, Celery, Integrations, Selenium. Github Actions. Media Streaming(HLS)
Red Hat, Bengaluru (AUG 2016 - APRIL 2018)	Worked on the OPENSHIFT.IO project, targets to manage the entire software development process just using the web browser.	Golang, PostgreSQL, Jenkins PostgreSQL
Vertis Microsystems Ltd (MAR 2014 - AUG 2016)	MARKETO(VESSEL.IO) Mobile SDKs integrated in apps to consume user events which helps in executing marketing campaigns.	Django(DRF), NodeJS, MySQL, Python with Gevent, Linux, MacOS
	BUSINESS RELATED INTELLIGENCE: A system for incident management.	BackboneJS, CoffeeScript (Formbuilder), Ruby on Rails
Codewalla Software Ltd (JAN 2012 - MAR 2014)	MOVIE GURU - Real-time multiplayer trivia multiple choice quiz.	PHP, NodeJS, Socket.io, MySQL, Redis

COMMUNITY CONTRIBUTION

<u>Push To Me</u> is a simple **open source** desktop application(currently only for OSX) built in ElectronJS which allows any mobile developer to test their push notification functionality really quickly with actual connection to GCM and APNS.

EDUCATION (Pune University, India)

Masters of Computer Science (2010 - 2012) + Bachelor of Computer Science (2007 - 2010)