Raghunadham Gattu

raghunadham315@gmail.com | +1 (812) 671-8289| github.com/orangatun| Seattle, WA

EDUCATION

Indiana University, Bloomington, IN
Master of Science in Computer Science
>**Relevant Coursework:** Object-Oriented Software Development, Applied Algorithms, Applied Distributed Systems, Security in Networked Systems, Database Design, Advanced Operating Systems, Computer Networks

Visvesvaraya Technological University, Bangalore, India
Bachelor of Engineering in Electronics and Communication Engineering
>**Relevant Coursework:** Programming with Data Structures, VMWare Virtualization, Cisco Routing and Switching

SKILLS

- **Engineering**: Backend & Infrastructure, API Development & Integration, Design Patterns, RESTful Web Services, Microservices, Frontend & UI/UX, Testing & Code Coverage, CI/CD, Code Reviews, Documentation
- **Software**: Java, TypeScript, C#, Python, Rust, C, C++, Eclipse, Apache JMeter, Postman, VSCode, Visual Studio, Docker, BitBucket, Kubernetes, Bamboo, Confluence, CircleCI, SonarQube, Jupyter Notebooks, Git, Jira

RELEVANT EXPERIENCE

SLN Solutions, Seattle, WA
Software Engineer   July 2024 – Present
- Optimized rethrowing of exceptions, and logging, resulting in improved stack trace accuracy and faster issue resolution.
- Identified and diagnosed an unreproducible bug that caused user permissions to reset mid-session, improving platform reliability and user experience.

Bloom Insurance Agency, Bloomington, IN
IT Software Developer Intern   May 2022 – Dec 2022
- Collaborated with senior developers on cross-functional teams to identify and resolve a cross-platform bug in call logs.
- Streamlined the producer registration process by developing partial forms that utilized NIPR data.
- Implemented edit and cancellation incomplete form submissions, disabling autosave on edit, simplifying cancellation.

Accenture, Bangalore, India
Software Engineer   Jan 2020 - June 2020
- Maintained a web application using Spring framework, to maintain records of inventory and invoices for a clothing company.
- Added features and views to track and provide summaries for the low inventory and recommended purchases based on history and inventory.
- Worked with a major Australian telecom provider for enrollment of users and tracking status of enrollment tickets.

Surya Software Systems, Bangalore, India
Software Engineer Intern   Jan 2019 - April 2019
- Developed and implemented a scalable Rust-based authentication service, with API for login, signup, JWT token generation and validation, and a keystore, using Diesel ORM and PostgresDB, resulting in a reduction in login latency.
- Implemented a seamless interaction between Android and Rust by developing dynamic libraries, improving performance.

SELECT PROJECTS

Table Querying AI application
- Developed a full-stack application with a table querying AI model, using Flask, with user management and auth.
- Designed the application to use design patterns, separating the model and databases from core logic, making it future proof.

Weather Plotting and Visualization
- Created a distributed system with registry and gateway microservices using Java, Spring Boot, Hibernate, WebSocket, ExpressJS, and MySQL to plot and visualize NEXRAD weather radar data.
- Implemented message queuing with RabbitMQ, containerized microservices with Docker, and used JMeter for load testing.

IDE Extension
- Designed and developed an IDE extension that remotely performs code analytics and displays visualizations using the D3JS.
- Created visualizations including a Codemap consisting of a nested circular visualization of the codebase with Heat-values based on file metrics to identify modification risk and file history and zoom/pan and file search functionality.
- Developed a radar chart to provide a quick summary of files by number of authors and commits, size, and commit ratios.

Design Pattern Blaster
- Developed a Megaman-inspired side-scrolling game with 6 levels consisting of different design patterns including bridge, observer, and composite patterns where players defeated enemies and solved pattern-based puzzles with JavaFX.
- Built object collision handling classes and created in-game physics for movement, player targeted firing, gravity, and jetpack.

Terminal Web Application
- Developed a terminal-style web application in Rust, using Dioxus Framework, and deployed the compiled WASM on Cloudflare Pages. The project is live at terminal.raghunadham.com with the project source on my github.