

Pranav S Kulkarni

SOFTWARE ENGINEER (RUBY ON RAILS-DEVELOPER)

CONTACT



+91 8951587941



pranavkulkarni171@gmail.com



Hubli, Karnataka



<https://www.linkedin.com/in/pranav-s-kulkarni-846009222/>

SKILLS

- languages like Ruby, Python, JavaScript.
- Framework Ruby on Rails (ROR)
- Git and GitHub.
- Handling Databases like MongoDB, PostgreSQL.

TOOLS

- IDE - Visual Studio Code
- Api's Testing - Postman
- Redmine
- OS - Linux (Ubuntu)
- AI - ChatGPT 3.5, Google Gemini

EXTRA CURRICULAR

- Automated Guided Vehicle for supply of Food and Medicine to COVID patients
- Hands Free Sanitizer Machine
- Train Theme Restaurant

ABOUT ME

Organized and trustworthy, adapt at managing multiple priorities with a positive attitude and discipline. Willing to take on additional responsibilities and conduct research to achieve team goals.

EDUCATION



Mechanical Engineering, Bachelor of Engineering

2018-2021

KLE Institute of Technology Hubli

EXPERIENCE

Saranyu Technologies - Bangalore

2022(Nov)-Present



ROR Backend Developer

Worked on Multiple projects (Ott Platforms) like Shemaroo, Etv-Win, Otv-Tarangplus, CMS(In-house), Enveu(Analytics).

- Developed and managed features such as user flow, coupon code flow, subscription flow, etc with seamless platform integration.
- Integrated our platform with "third-party analytics" services via API.
- Worked on Modifying Frontend UI changes(Rails).
- Worked on indexing data in Elasticsearch to improve search efficiency.
- Worked on integrating B2B OTT platforms (Ottplay, Bheemtv, Dorplay, Pioneer) with the Etv-win platform.

CAREER HIGHLIGHTS

- Experienced in writing efficient and clean code to ensure maintainability and performance.
- Experienced in handling databases such as PostgreSQL and MongoDB.
- Experienced in effectively interacting and communicating with clients and colleagues.
- Experienced in server setup, crontab tasks, data dump and restore, and Git/Bitbucket operations.
- Experienced in developing APIs and modifying response structures.
- Experienced in reviewing, testing, and fixing bugs in code and functionality.