KONDURU GAGAN PRAKASH

BIG DATA ENGINEER

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CAREER SUMMARY:

- 3 years of overall IT experience in developing big data applications, building ETL jobs and end to end data pipelines ensuring best performance and scalability.
- Skilled in analyzing and transforming big data sets.
- Worked for multifunctional roles as a developer and analyst.
- Proficient in developing python scripts for data load and testing.
- Extensive working experience in Agile development methodology.
- Great team player and also a strong individual contributor.

WORK EXPERIENCE:

Mindtree Ltd

Senior Software Engineer | 16 November, 2021 - Present

Project - Clickstream Capabilities (Retail)

- When the users use app or website, then the activity/events, clicks and search's etc., by the users are stored as a part of clickstream data.
- Build user-cases to understand the users patterns in the app or website, which helps in improving the user experience.

Roles and Responsibilities

- Developed multiple DQ Frameworks on different datasets using PySpark to check the data quality between the source and analytical tools used by client for business needs.
- Created Python scripts to import data from adobe analytics and saved the data to S3.
- Created External hive tables on large datasets and are partitioned on required columns to reduce the query time.
- Built End to End pipelines to generate the daily/weekly reports using Jenkins.
- Responsible for sending alerts to the source teams when the data doesn't meet the quality threshold.
- Analysed the data and presented several scenarios ,users behaviour and patterns, that helped business understand about their users.
- Optimised the runtime of the pipelines by calculating the data size and cluster resource requirements and configured the spark parameters.
- Created Unit test cases and generated the coverage reports and linked to the SonarQube tool, which populates the information to the bitbucket dashboard.
- Authored multiple technical documents laying out common tasks which helped future changes easier thus saving time and effort to achieve the project goals.

Infosys Ltd

Systems Engineer | 11 November, 2019 - 15 November, 2021

Project - Infosys Enterprise Gamification Platform (Internal Project)

- IEGP is a configuration application linked to client application. It is used to set rules and award badges, points to the users when rule criteria set by the admin team is met.
- This platform provides key insights of employees activities and motivates them for efficient working.

Roles and Responsibilities

- Developed python scripts to consume data from kafka source using kafka-python module. The consumed data is structured and sent to an API using requests module.
- Created pipelines to read data from source and perform required transformations and loaded data to s3 path.
- Created Hive External tables on top of the s3 path.
- Implemented partitioning and bucketing for better query performance.

SKILLS:

- Big Data Ecosystem - Hadoop, Hive, PySpark, Databricks.
- Languages - Python, SQL.
- Databases - MySQL, PostgreSql, Exasol.
- Tools - Pycharm, Github, VSCode, BitBucket, Jenkins, Zeppelin, Hue, SonarQube.
- Cloud - AWS.
- Other - Angular8+, Docker, Kafka.

ACHIVEMENTS

- Received Spot on award for successful deliverable to production adhering to SLAs.
- Earned Databricks Developer Essentials and Developer Foundations Badges from Databricks Academy.
- Received Thank you and Problem Solver awards from Peers and leads for contributing to the project.

EDUCATION:

2015 - 2019 | Anna University, Chennai.
Bachelor of Mechanical Engineering