

Siddharth Chillale

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EDUCATION

Master of Science in Computer Science

University at Buffalo, The State University of New York,

Coursework - Operating Systems, Distributed Systems, Analysis of Algorithms, Modern Networking Systems, and Database Systems.

Graduated: 2023

Buffalo, NY

Bachelor of Technology in Computer Science

Indian Institute of Information Technology, Tiruchirappalli (IIIT)

Coursework - Database Management Systems, Design and analysis of Parallel algorithms, Computer Architecture, Principles of compiler design, Linear Algebra

Graduated: 2021

Trichy, India

TECHNICAL SKILLS

Programming Languages : C/ C++, Python, SQL, JavaScript, Go

Software Tools : Linux, Docker, Kubernetes, Nginx, Apache, Git, Github, MySQL, GNU Debugger, AWS Cloud, Flask

Concepts : Distributed systems, REST, gRPC OAuth, JWT, RDBMS, Machine Learning Models, Data Visualisation

Certifications

• **AWS Cloud Practitioner Certification**, Amazon - CertificateId - Q4B80MS2V1VE14S9

07/2023 - 07/2026

PROFESSIONAL EXPERIENCE

Data Management Analyst (Financial), CodersData LLC, Remote [*Python, MS Excel, Power BI*]

03/2023 – Till Date

- **Executed comprehensive data analysis** on customer behavior and sales trends, leading to the identification of key market segments and contributing to a 15% increase in targeted marketing campaign effectiveness.
- **Developed interactive dashboards** using **Power BI** and **Python**, which improved data accessibility and visualization, resulting in a significant reduction in decision-making time for senior management.
- **Automated data reporting processes** through scripting and ETL tools, reducing manual report generation time by 40% and increasing overall operational efficiency.
- **Conducted predictive analytics** to forecast sales and inventory needs, optimizing stock levels and reducing excess inventory by 25%, which enhanced cost savings and revenue growth.

Backend Developer, University at Buffalo [*NodeJS, Express, MySQL*]

09/2022 - 02/2023

- **Engineered core and server-side components** of a Project Management System app, working closely with the user interface team and customers in an Agile development environment.
- Managed weekly issue tracking on GitHub and deployed the application to an Apache Web Server.
- **Developed and deployed 20+ REST APIs**, enhanced existing ones, debugged issues, and documented changes using Swagger, leveraging JavaScript and SQL to optimize functionality and performance.
- **Conducted 25+ code reviews and managed 20+ pull request merges** on GitHub, ensuring stability and reliability in the codebase
- **Created an efficient modular email template system** that auto-fills user details based on specified names and handles event-driven notifications, enhancing personalization and automation.

Data Engineer, Shaadi.com, Remote [*Python, git, MS Excel*]

04/2020 - 06/2020

- **Developed a comprehensive automated ETL pipeline** for extracting, parsing, and transforming over 300 reports from the Airports Authority of India (AAI), integrating the data into a visual analysis platform for evaluating domestic and international flights over a 4-year period.
- Improved Workflow efficiency by **60%** by automating the pipeline for transforming PDFs to CSVs.
- **Compiled detailed analytical reports** to assess the impact of the COVID-19 pandemic on the air travel economy.

TECHNICAL PROJECTS

Relational Database Engine (Taco-DB) [*C++, gdb, Linux*] under Dr. Zhuoyue Zhao

02/2022 - 05/2022

- **Engineered standard database operations** including joins, aggregations, caching, and indexing with B-Trees to optimize performance and data retrieval efficiency.
- **Developed and validated database systems** for storage management, query processing, and optimization by implementing RDBMS features in a Test driven development environment using Google Test.

PERSONAL PROJECTS

Cofe Rendering Engine [*Visual Studio, C++, Win32/COM, MS DirectX API*]

01/2022 - 08/2022

- Designed and integrated 3D graphics engine with a shading graphics pipeline using Direct3D 11 API.
- **Implemented key features in the graphics engine** including mesh loading, frustum culling, Gouraud shading, Phong lighting, and texture mapping.